

THE BEST GUIDE TO CD32 SOFTWARE IN THE WORLD

AMIGA CD32

GAMER

Drive 'em Crazy

Next Gen Racing on CD32 ?

On the Net

We surf the World Wide Web

Your brilliant CD packed with playable demos should be here. If it isn't, see your newsagent.

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INSIDE : ALL THE LATEST CD32 NEWS AND REVIEWS

SONENTS



reetings for another ish. This month I've been forced to spend a lot of time playing Saturn and PlayStation games (it's a hard life) for various projects which has meant my time on the world's only CD32 devoted title has been somewhat divided. It has brought to alight a few home truths though which I'll share with you.

The PlayStation in particular has some stunning games. Sega Rally and Virtua Cop on Saturn are good but the machine is struggling for recognition ahead of Sony's beast. What relevance has this to the world of CD32 you may ask. Just bear with me and I'll get to the point. Many of the PlayStation's early releases seemed more concerned with demonstrating the machine's capabilities with playability further down the agenda. Games like Wipeout and Lone Soldier look gorgeous, but where's the fun. Admittedly Destruction Derby is an excellent driving game but most, for all their glorious visuals fail to engage the player beyond superficial involvement.

However the latest batch of titles include point n' click adventures and platformers of all things. It just goes to show that no matter what the technology, the classic elements of playability remain the same. The next gen stuff has only been around for a few months and already programmers are waking up to this, which is good news for anyone with an interest in video gaming.

✂ Miles Guttery



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news.....04

This month's oracle brings word of a new A1200 bundle from Amiga Tack... oops, sorry — I meant Tech. Little bit of politics there, folks — a little bit of politics!

preview.....06

What? Can it be true? Yesssss! A preview. Not content with bringing us the rip-roaring racer Virtual Karts, OTM are pay homage to the classic arcade hit Commando (which had nothing to do with the crap Arnie film).

features.....08

Our man in the know, Paul Wootton goes on-line with five hours to retrieve as much CD32 material as he possibly can.



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It's pedal to the metal all the way this month as both reviews are concerned with matters of a high-speed motoring nature. It's probably for the best. With Miles' driving record the longer he stays on computer-generated roads and off the real ones the better!

XTreme Racing.....12

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playing tips.....20

We've now pretty much tipped everything there is to tip. So instead, this month we bring you an (almost) complete A to Z of mini-tips compiled from back issues. So now you've got 'em all in one place. Good eh!

correspondence....26

Postman Pat. Postman Pat. Postman Pat and his black and white cat. Early in the morning, Miles is still in bed snoring when the cheeky old sod delivers another great mound of mail. Grrr!

A-Z.....28

Every game ever reviewed in CD32 Gamer is here, complete with rating and blurb. The perfect guide to the CD32 software library.

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Want to save money if you're a regular reader of CD32 Gamer.

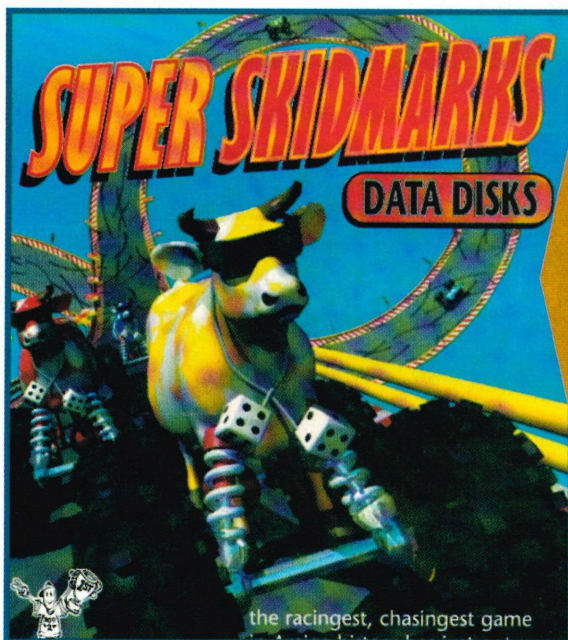
Turn to these pages to find out how you can get every issue for a year delivered straight to your door.

back issues.....34



Acid Software are looking to back-up the phenomenal success of Super Skidmarks (rated a roaring 92% back in issue 11) with the release of a set of Data disks. Featuring new tracks, new championships and new levels of competition, the disks are a must for all fans of this eccentric, but brilliant racing game.

Unfortunately, being CD32 owners the data disks will be absolutely no use to us at all, although anyone with an SX1 expansion unit should be okay. So, yet again, CD32 owners find themselves being punished for being the stalwarts and pioneers of true 32 bit gaming. I dunno, life sucks!



Acid Software release new Data disks..

The World of Amiga

To herald the rebirth of the Amiga and as a symbol of their commitment to its future, Amiga Technologies are hosting a morale boosting show at the Novotel Exhibition Centre. Running on the 13th and 14th of April, the show will provide centre stage for all the latest and greatest Amiga releases, plus all the



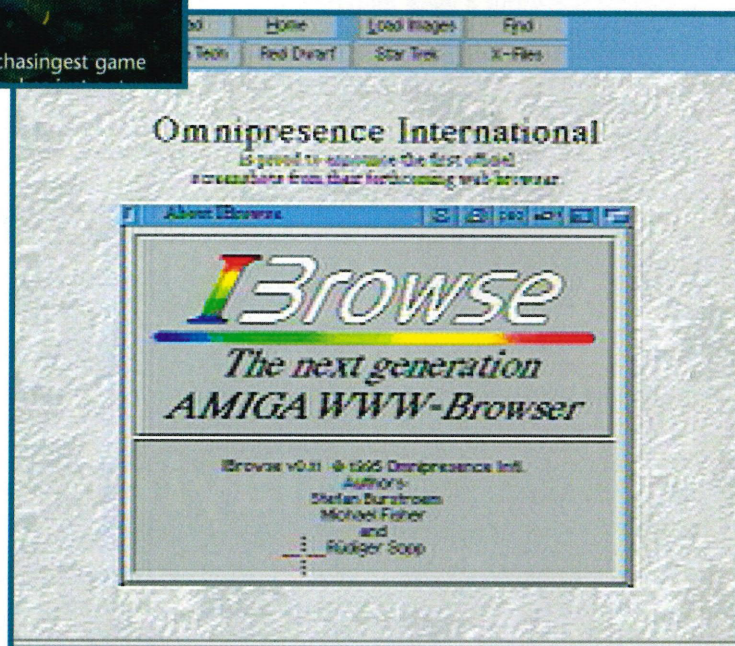
software that was put on hold over recent months, whilst the Commodore fiasco was being resolved.

Apart from the software, the show will also feature an arcade corner, dozens of fantastic competitions (with some great prizes up for grabs), a retail area, presentation theatre and all the latest high-tech applications.

The World of Amiga show promises to provide an interesting day out for all the family and with £100's worth of offers and savings available, it should be good for the wallet too.

Tickets are priced at a modest

£7 for adults and £5.50 for children and can be booked in advance on the credit card hotline - 01369 706346.



The .NET result is a surfer's paradise

Despite a hugely successful relaunch, the A1200 failed to meet the sales targets set by Amiga Technologies, increasing doubts within the industry about the firm's marketing strategy.

By bundling the machine with more serious (techy) software and pricing the machine at £399, AT seem to have made several key mistakes. Firstly they ignored one of the machines main selling points that, as a games machine, the A1200 has one of the most extensive software libraries in existence. Also, for just a couple of £100 more, computer egg-heads could get a more-than-adequate PC.

AT seem to be hitting the right note now though, with a new A1200 package that aims to take full advantage of the current Internet boom. Called the Surfer's pack, the package includes a 14.4 modem, plus internet software and a 260 Mb hard drive. Selling at around the £600 mark though, the price tag looks likely to remain as contentious as ever.

AMIGA **CD32** GAMER **MMM** ISSUE 9

● Trolls ● Clockwiser

● Nick Faldo Golf

● Chaos Engine ● Banshee

● Bod... ner

Multimedia Machine

More intelligent readers of CD32 Gamer may have noticed the disappearance of the CD contents page within the last few months. This was due to the unpredictable nature of the cover CD's contents and hence made the pages themselves unreliable. The pages have to be written, designed and printed well in advance of the on-sale date whereas the CDs are often left hanging to the last minute. So, not wanting to waste the pages, it was decided to remove them from the mag and use the space for an extra review, or something. Unfortunately, out with the pages went our ever-present acknowledgement to Multi Media Machine for all the hard work they put into getting the CD sorted. Sorry about that lads. We'd just like to take this opportunity to pass on our eternal gratitude for all your efforts.

MMM, who have a vast collection of PD, Shareware and demo software compilations, can be contacted on 01204 383688 and are always on the lookout for new stuff, so go on, give them a call!



CD32

SNIPPETS

ELECTRONIC ARTS TAKE TOP SPOT

EA took the title of top UK publisher last year (in terms of revenue) by pipping Virgin Interactive Entertainment by 0.8% - perhaps if VIE had released a few titles on the CD32, they might just have won top spot themselves!

Whilst the two giants of the software industry slugged it out for first place, Ocean sneaked into an impressive sixth place. This was thanks largely to the success of Worms and their dedication to publishing on all formats, including the CD32. Maybe the other companies will learn from their success? Well, you can but hope!

ECTS TO BECOME ANNUAL EVENT

Despite the huge success of the twice-annual ECTS show, the organisers, Blenheim, have announced that from '97 there could only be one a year. This comes in response to exhibitors claims that a single show would focus attention more and, in the long run, serve to strengthen the shows lasting appeal. Nothing to do with it being cheaper, eh?

SX-32 CARD RELEASE

This month sees the surprise release of the SX-32 card from Power Computing Ltd. Big brother to the SX-1 unit, the SX-32 slots inside the CD32. It adds various ports to your machine including ones for VGA, RGB, parallel, serial and an external disk drive. (Very handy!) It also comes with a clock and controller for the addition of a hard drive as standard. On the circuit board, Power Computing have also included a simms socket for adding extra memory — enabling you to take your CD32 up to an amazing 10 Meg! The most astounding thing about the SX-32 though, is that you get all this for under 200 smackers!

For more news about the revolutionary SX-32 card, call Lesley Jordan on 0402 116342.

THE TOP TEN CD32 GAMES CHARTS!

Last Week	This Week	Title	Group
1	1	Impossible Mission	Microprose
NE	2	Chuck Rock/Chuck Rock 2	Core Design
2	2	Powerdrive	US Gold
4	4	Subwar 2050	Microprose
5	5	Pinball Fantasies	21st Century Ent.
7	5	Rise of the Robots	Mirage/Time Warner
NE	7	Alien Breed 3D	Team 17
NE	8	Super Skidmarks	Acid Software
NE	9	Brian the Lion	Psygnosis
8	10	Speedball 2	Renegade

Watchtower

OTM continue their support for the CD32, with the forthcoming release of their Commando style shoot-'em-up, Watchtower.

For anyone who's never heard of Commando, let me tell you it was THE arcade shoot-'em-up of the 80's. You can forget Ikari Warriors and Rambo, Commando was king — loads of blood splattered levels, bombs and explosions galore and a cool theme tune to boot. Top stuff and now OTM are looking to bring it back into the 90's under the cunning guise of Watchtower.

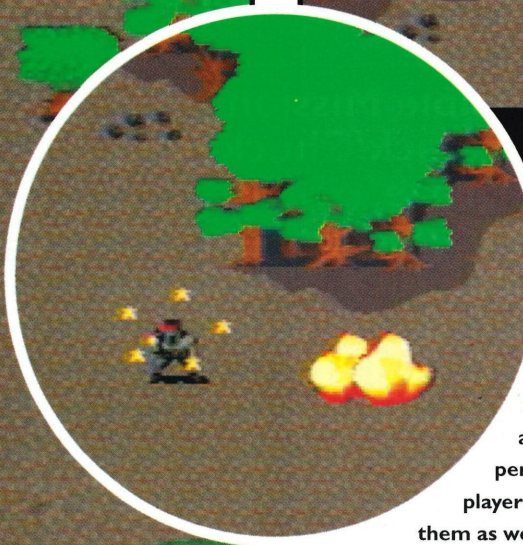
W

ith anarchy sweeping the governments and populations of the world, the United Nations are increasingly turning to mercs, hired soldiers like you, to help restore law and order. Armed with the latest in high-tech military weaponry, you must embark on a series of missions in an attempt to bring

down the bad guys — for the right price, of course!

Casting the plot aside though and ignoring the instruction manual, jumping head-first into battle soon reveals that Watchtower is going to be one mutha of a shoot-'em-up.

The game basically involves wandering around the huge playing area, blasting away anything that moves. Simplistic? Undoubtedly, but it's this, in essence, that



Trees and bushes to provide good cover, but cover's for light-weights!

makes the game so appealing (although more tactically minded gamers will derive some pleasure from the mission objectives).

The relentless action is seen from an angled top-down perspective. Whilst this doesn't allow for the same level of interaction as first-person-perspective games like Gloom, it does give players a full view of everything going on around them as well as allowing maximum gameplay.



Are you gonna stand by and let the people of the world down?



Unlike *Commando*, *Watchtower* allows for full, 360° rotational movement — players being able to roam from side-to-side, as well as up and down. It pays to investigate every nook and cranny too, as there's plenty of health boosts, points bonuses and weapons to find.

With three difficulty settings and six extremely long missions, *Watchtower* ought to have something to offer gamers of all standards. From wimps who like things nice and easy, to the mega-tough psycho killers who like their games rock hard.

Best of all, two-player simultaneous mode could be the bizz! Join forces to blast away the massive army of enemy that stand before you and victory.



If the namby pamby approach fails a few grenades are a sure fire way of livening things up.

Talking of the bad guys, OTM promise the largest array of enemies and vehicles the CD32 has ever seen — easily beating the *Alien Breed* games. The diversity of resistance is equally remarkable. *Watchtower*'s enemies have differing behavioural patterns forcing players to be extra vigilant.

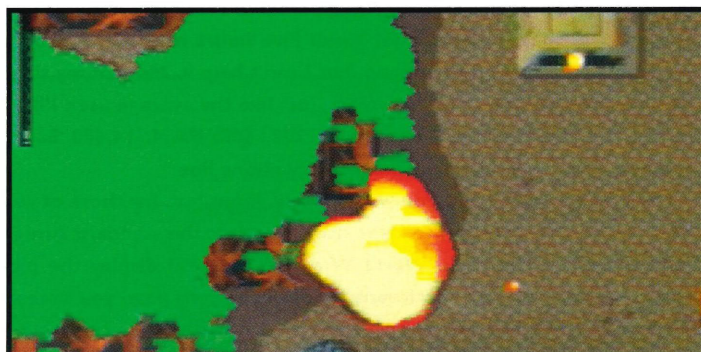
OTM have placed the emphasis on gameplay, not aesthetics. *Commando* was just the same — it looked average, but played



Fight your way around to the right there where a few crates await, no doubt bearing goodies.



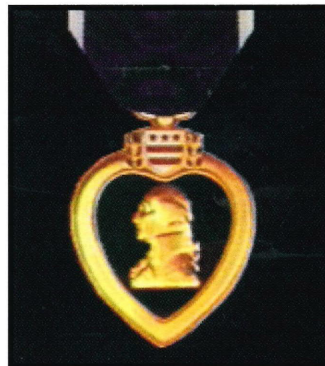
A somewhat misleading image this as you don't fly a helicopter or spend time observing tall buildings!



Watch out for the bunkers as their armour is impervious to your machine gun fire. Stock up with the heavy artillery to take them out.

exceedingly well.

OTM are rapidly making a name for themselves amongst CD32 owners, not only for their continued support during these troubled times, but for the quality of their products. Although they're yet to win an esteemed *Gamer Gold*, *Virtual Karting* came close this month (84%) and *Watchtower* could go closer still. Wait until next month when we'll give you the full beef.



■ PUBLISHER: OTM ■ PRICE: £TBA
■ DEVELOPER: Cyberarts ■ OUT: TBA

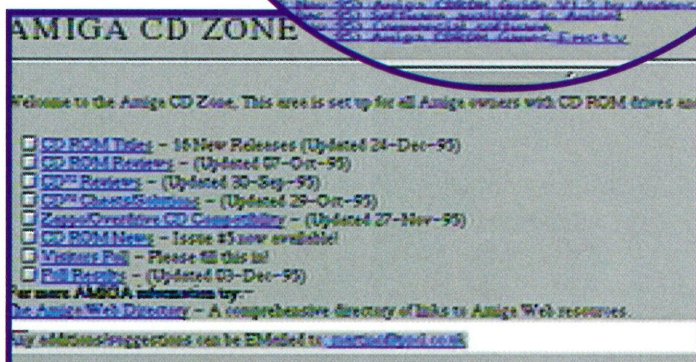
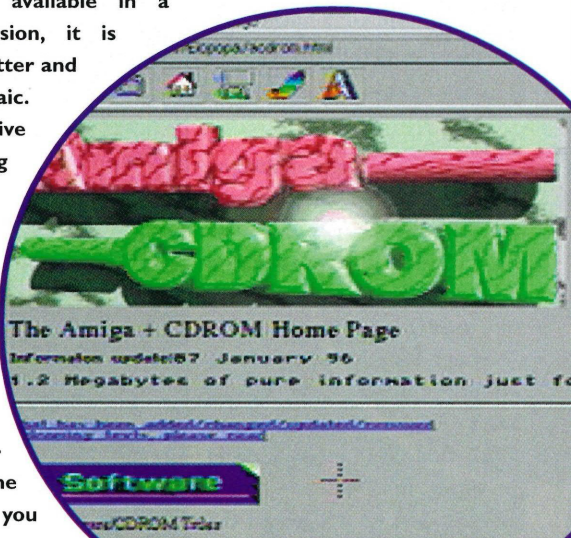
We gave CD32 Gamer contributor and all-round Amiga-guru Paul Wootton five hours on the Net to come up with anything CD32. Go for it, Paul!

Net Results

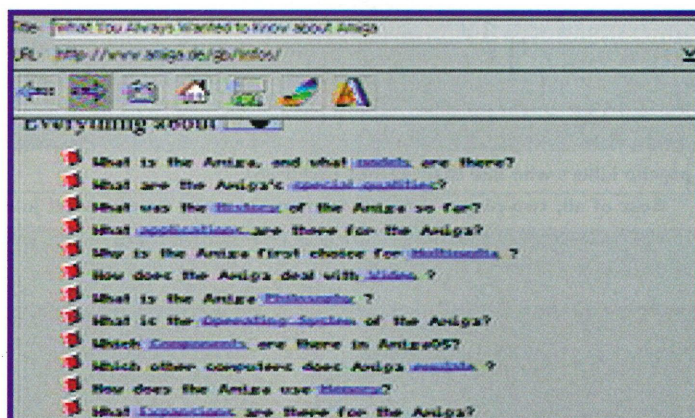
A challenge, eh? Yeah, I'll give it a whirl. I've only got five hours, though! I've only got a 14,400 modem at the moment, and my Amiga crashes every five minutes so I may be pushed for time. Five hours may seem to be a long time to spend on the phone, but I can't help it. Most of my time will be spent waiting for connections, just like the average user. I'll be using my home setup of an Amiga 1200, 6Mb RAM, 14,400 Supra modem, Mosaic, IBrowse and an ordinary phone line.

Most of the gear there you will all know about but, for those of you who are unfamiliar with InterNet stuff, Mosaic is the standard Amiga interface for viewing the World Wide Web. It will display the pictures, text and plays the relevant sound from each page you access. IBrowse is made by the same people and although only available in a beta/demo version, it is already a lot better and faster than mosaic.

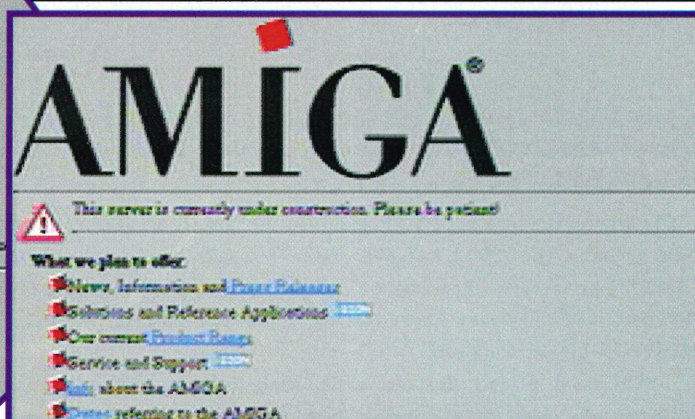
So, with five hours looming ahead, I wondered how many people who have expanded their CD32s, or also use an Amiga as well, have tried getting around the Net. Why don't you



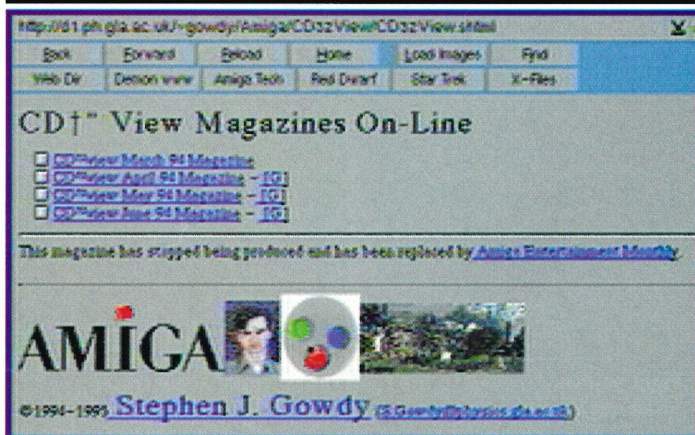
It sounds like hard work, all this wandering from site to site. Don't worry though. You can let your fingers do the walking as everything's easily accessed via pull down menus and double-clicking icons. What could be simpler?



What's going on here? Anyone's guess really. And that's the beauty of the Net. You can lose yourself in there, there's just so much to see. Still haven't found any of those brothels though.

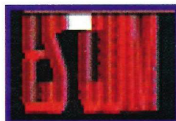


The Amiga Tech page which proved no more fruitful than the Escom pages if the truth be known.



AMIGA WEB DIRECTORY

The World Wide Web is the largest source of information ever accumulated in the history of man. If you want to know something, chances are it's somewhere on the Net!



All the big companies have their own web-sites. In the case of software publishers these will give you access to info on forthcoming games, screenshots and even demos if you're lucky. It's a shame the Escom site doesn't contain more Amiga stuff though.



write and tell us and give the ACG crew some addresses of good sites. Well, for those of you who are thinking about it, I'll see what I can come up with in the mean-time.

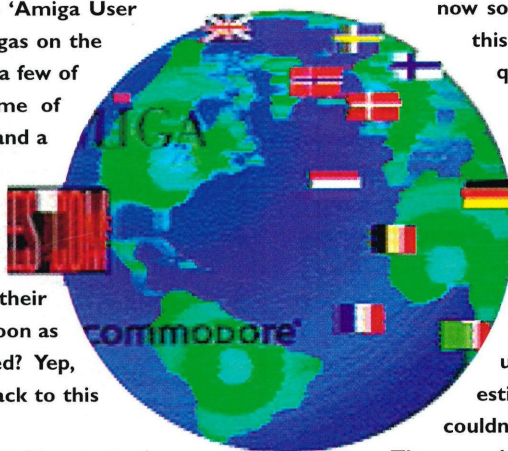
I fired up the machine, ran my setup scripts, logged on and Mosaic started. Firstly, I decided to go into Webcrawler and do a search for 'CD32'. It started looking around the Web and then locked up. Reset time! Crash number one, and I've only been here two minutes!

I started it all again, but this time I thought I'd go straight for the Amiga Technologies page. I know they have a small amount of stuff on the CD32. That might be cheating a little, but you have to go with what you know. This is a good page for general information about what's happening in the Amiga world but, like I said, there's only a small amount of CD32 stuff. Still, there's four-odd hours to go and I've hardly touched the surface.

With a link from their page, I tried the 'Amiga User Dir'. This is just a list of people using Amigas on the Net. However, looking down the list, quite a few of them have CD32s as well so I tried some of them. I went to Sweden, Norfolk, Canada and a couple of other places but none of them were very interesting.

I know — I'll try the Team17 site. Worms is out on CD so maybe I can find something there. I got to the Home page for their site and picked the 'Welcome' option. As soon as I clicked the mouse, guess what happened? Yep, crash number two! I think I might come back to this one later.

The next thing I thought I'd try is the UK Directory, after all, the CD32 sold well in England and Europe. There's bound to be some CD32 items around. I linked through and tried everything; UK dir — Computers — Viking — Amigas gave me nothing. UK dir — Computers — Multimedia — Amiga. Again, nothing to be found.

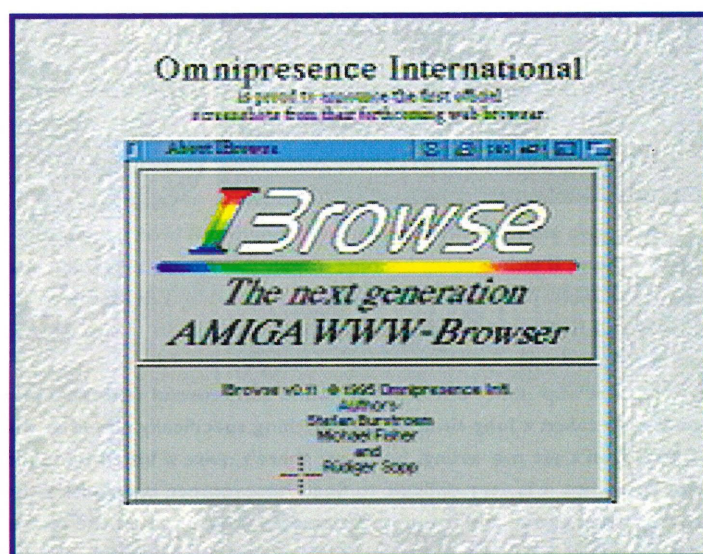


UK Dir — News — Magazines, this pointed to a couple of rival Amiga publishers while UK Dir — News — Magazines On-line revealed a couple of attempts at publishing on the Net. There were quite a few mentions of the CD32 and software in here. The only trouble was nearly all the 'issues' were dated around 1994. I couldn't find anything more recent. Some reviews were very short (four or five lines) and it was all text; not a picture to be seen anywhere! Some of it was quite interesting though.

Eventually, I left them back in the depths of time and attempted to get on one of the professional magazines' Web sites. My attempts were futile. I kept getting a message saying 'Error... cannot connect or refusing to serve you...'

I've seen this loads of time before. It just means that for some reason the line can't connect to the destination host, or the destination is very busy and you'll have to wait to get in. It can also mean that the page has actually moved to a new location. If it hasn't moved you can try again later on.

I tried another publisher (one of the biggest in computer mags). I



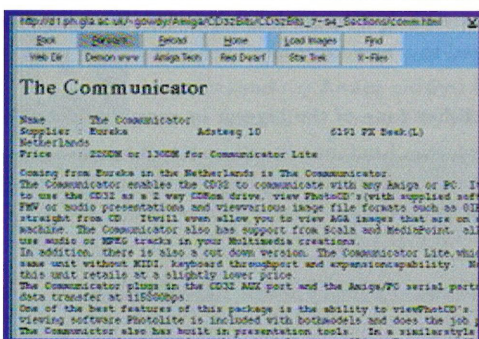
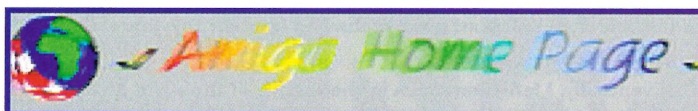
was shocked to discover that you now need a password to get onto their pages! Anyway, after several error messages I got there and was just about to have a look around when it happened again — crash number three! Two hours into the challenge and I haven't got much. I'm going to take a break for a while I think...

I've lost track of the amount of time this thing's crashed on me now so I won't bore you with it. I don't normally spend this much time on the Net in one go. It's become quite frustrating jumping from one location to another after anything with even a hint of 'CD' in the name. Most of them are a waste of time, but after a long search I did find a couple of intriguing devices for expanding your CD32.

The first was in Finland (see box for address), about the SX-32 (See news report — Miles) expansion that fits inside your CD32 where the FMV cartridge would go. This turns your machine up to a full Amiga 1200 with CD drive! Very interesting. However, there was no date on the page so I couldn't tell how old the article was.

The second site was in Canada (see box for address). This was about the Pro Module expansion which seems to be a replacement for the now-defunct SX-1. Its advantage is that it keeps the FMV port free. The last update for this page was in January '96, so maybe it'll make it into the market place sometime soon. Keep an eye out for it.

CD feature

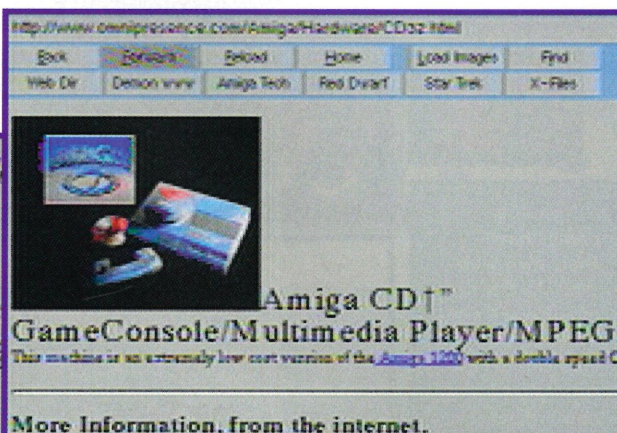


I had my nice friend Martin from Germany in Cologne, Germany. The cost was 463DM.

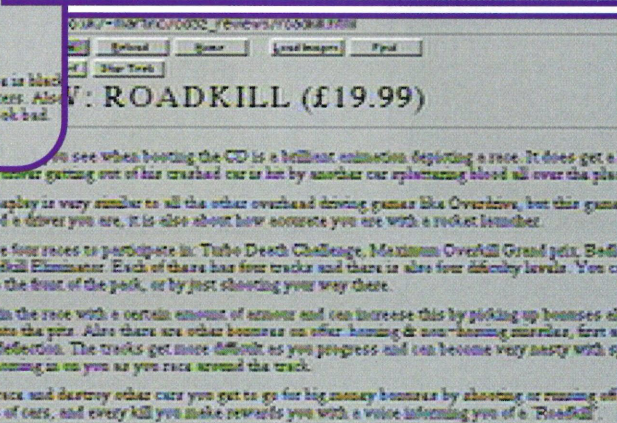
- Includes:
- serial port
 - parallel port
 - PC-AT keyboard port
 - Amiga RGB video (23-pin)
 - External Floppy port
 - Power supply port (links the Standard A
 - Memory "On/Off" toggle switch
 - Built in 3.5" DD floppy drive (included w/
 - Connector for FMV (5 way connector for
 - Supports FMV module
 - 72 pin ram socket (249mag ram)
 - 33MHz 68000 socket
 - 33MHz 68882 socket
 - Space for internal 3.5" Hard Drive

General Description:

What does it look like? Well, the entire case is black with "CD32 ProModule" in big white letters. Also a black case you ask? Yes, but it doesn't look bad.



More Information, from the internet.



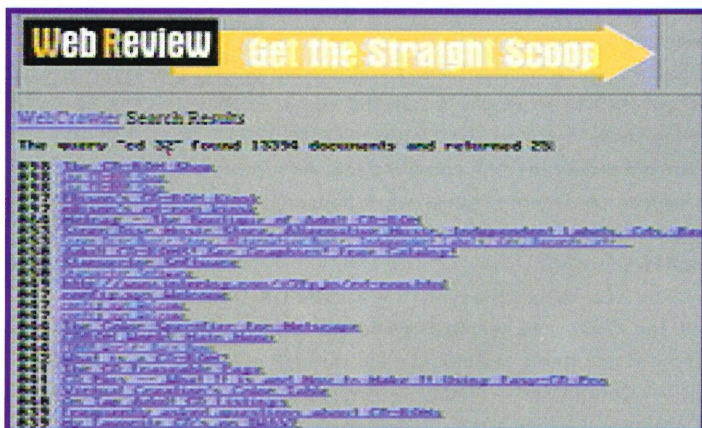
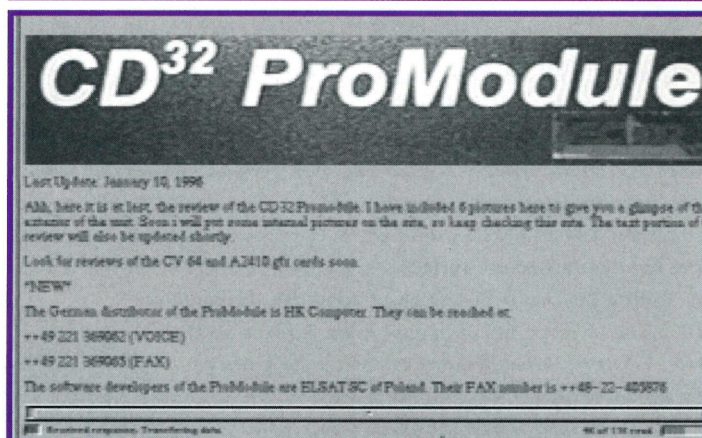
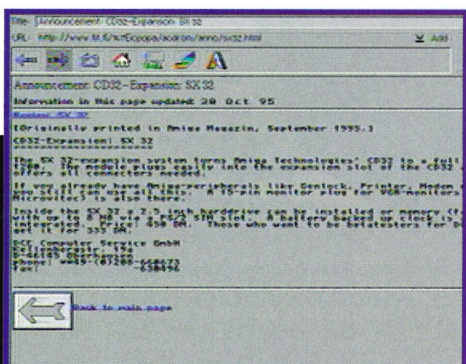
These two alone, in my opinion, were worth the time I spent looking for them. If either them become a reality, it'll breath new life into our old CD32s. I also found some CD32 features on the Mosaic originators pages (Omnipresence) which seems like a good site to keep in your address book.

My time's up now. Although I've found some useful addresses and pages, it's taken a long time to find anything specifically aimed at the CD32. Don't get me wrong, however; there's quite a lot to be found out there but it is very difficult to find. Perseverance is definitely the name of the game, and if you only spend an hour or so on the Net at a time you'd be hard pushed to uncover anything fruitful without some sort of guide.

What we've been talking about here is 'News Groups' and 'E-Mail'. If you are on the Web then you can probably send E-Mail on the Net as well as download news. This enables you to join a News Group and see what people have to say on a myriad of subjects. You could also E-Mail someone who's as interested in the CD32 as you are. You never know; they may have found some sites and pages that you didn't even know existed and therefore allowing you to get the information you want without eating up so much time.

I don't think I've wasted my time here. It was a fairly specialised subject to look for, especially in such a short time and without the help of the New Groups or E-Mail, it was going to be a difficult task right from the start. Finding the two expansion modules was nice, and they're something I'll be keeping an eye on. I'll let you know what happens.

Thanks Paul. We didn't think you could do it. I guess we'll just have to come up summat even more challenging next month, eh!



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CD32 Software

* = NEW OR RE-RELEASED TITLE

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CD Review

Whenever a game arrives through the ACG letterbox without us having to ask for it (none of that messy business chasing up PR people, making threatening phone calls or writing last minute reviews), the programmers, publishers and the game itself immediately gain our respect. Unfortunately, it makes our job all the more harder when it turns out to be a pile of rubbish!

Every so often, the gaming world is treated to something so new and unique that it revolutionises a particular genre of game and sets a trend for years to come. *Street Fighter*, for example, did this for beat-em-ups, and *Doom* did it for shoot-'em-ups. *Mario Kart* also did it (although to a lesser extent) for racing games - its blend of fast-paced action and enthralling playability (with a few wicked power-ups thrown in for good measure) stirring what had become an increasingly stagnant genre of game. As a result of its success, the inevitable clones exploded on to nearly every format. Even the CD32 joined in on the act, courtesy of Grandslam and *Bump 'n Burn*. Now Black Magic have also entered the circuit with their own clone, *Xtreme Racing*.

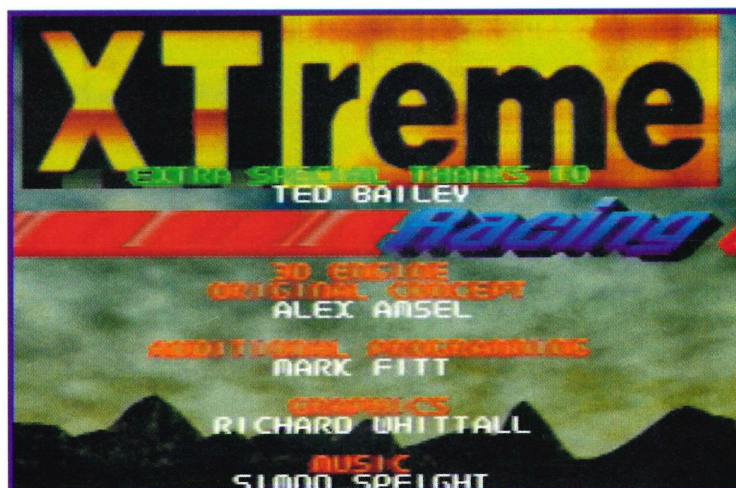
Loading up the game for the first time, the immediate impression is



that it's clear and well presented, but somewhat bland and unimaginative. Now judging a game from the options screen is hardly a smart thing to do (don't judge a book by its cover and all that), but it can also be argued that first impressions last.



They're a motley bunch, the Xtreme Racing clan. A Terminator look-a-like, a Policeman and a skateboarder. That second guy from the left obviously has some serious skin disorder so I'd keep out of his way!



Yep! Extra special thanks go to Ted Bailey for being, err, Ted Bailey I guess. Alright, I know it's a terrible caption, but you try writing something for a screen shot like this. Its not ruddy easy, I can tell you!



Off they go into a glorious turquoise sunset. Typical isn't it? The kind of picture-postcard scene which should be enjoyed in perfect silence. A marvel of nature spoilt by the sound of revving engines, exhaust fumes and a vast amount of swearing as you career off the track at the first bend!



Extreme Racing



In case your wondering, this is the screen that greets you should you select the Deathmatch option. The clue's right there in the screenshot. As the game tries to emulate SNES Super Mariokart, this is equivalent to SM's battle mode.

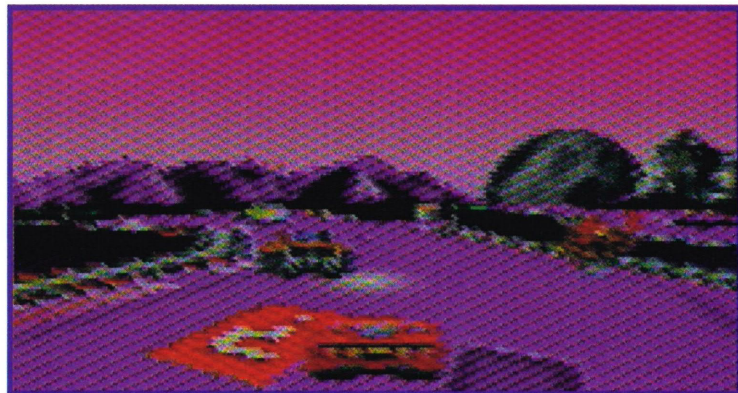
Whatever anybody's first impressions may be, nobody can argue that *Xtreme Racing* lacks depth because the wealth of options is quite staggering. The enormity only really hits you after a few games and just when you think you've seen it all, you realise you've just skimmed the surface.

The first option you face is the number of players. Thanks to a split screen, two players can join in on the action at the same time. After this, you get the choice of playing a single race, a season, competing for the Cup, or if there's more than one player, the Death Match. For the beginner the single race is a perfect opportunity to practice against some quality opposition, although, if you prefer, you can choose to race on your own.

Once you've got a few



wins under your belt and honed your driving skills, the Cup and Season options offer a bigger challenge. This involves racing over every single track with points being dished out for finishing inside the top six. Whilst



Two-payer action in split screen mode. Sadly, it makes the already confusing graphics even harder to make out. Even so, the Death Match option is a good idea for when you get bored of endlessly lapping the computer opposition. It's always more satisfying beating your mates.

The track becomes lost in a watery wasteland. It's a good idea to follow the computer cars around for the first lap so you gain a rough idea of where the hell you're supposed to be going.



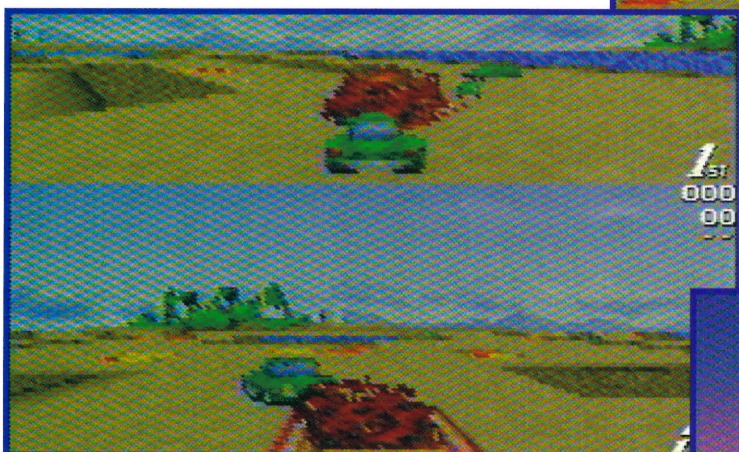
CD Review



Is that the same Brad responsible for designing CD32 Gamer? It can't be because he's disappeared off on holiday!

this may sound easy, the computer opponents are more than equal to the challenge and provide some stern opposition.

To achieve any notable success over the season, players will have to accumulate money for some engine, tyre and brake boosts. Adding this 'shop' aspect instills a certain amount of tactics into the game, although it's nothing too taxing really. The Cup is similar in many ways to the



RACE RESULTS				
ROAD CIRCUIT 1				
POS	NAME	PTS	CASH	BEST LAP
1ST	DENTAKU	9	2000	00:21:14
2ND	AIKARD	6	1500	00:20:80
3RD	UEAZEL	5	1000	00:21:46
4TH	BOWE	4	750	00:20:68
5TH	BRAD	3	500	00:21:40
6TH	ROZZA	2	250	00:21:32
7TH	KURZON	1	100	00:21:48
8TH	DAVIDA	0	100	00:40:70

'The wealth of options and diversity in challenge offered by Xtreme Racing is truly commendable, unfortunately all that good work is let down by the graphics.'

Season option, but players are chucked out of the game if they don't finish high enough up in the placings.

All of the options in the game provide different levels of challenge and amusement depending on the skill of the player. The best way to play the game though, no matter how good or bad a racer you are, is in the Death Match mode. This isn't about racing, it's about survival. You and your friends battle it out in a gripping head-to-head battle where only one player survives. The sole aim of the game is to kill your opponent a pre-determined number of times before he kills you.

If you're not familiar with Mario Kart or Bump 'n Burn, then you're probably wondering how you kill an opponent in a racing game. Well, Xtreme Racing features several different power-ups that can be collected



Player two checks out the attractive local fauna. If only he had the foresight to check his rear view mirror he'd notice player one looming up behind with some high-explosives at the ready. Maybe he should remember the stuff he learnt in his driving lessons. You know, that 'Mirror, signal, move' stuff that you never use.

by driving over the question mark icons on the track. These can then be targeted at your opponents in the hope of destroying them. Watch out though - they in turn can try to destroy you. If you are killed, you lose valuable time and to make things worse, you lose any power-ups you may have collected.

Accompanying the four modes of play there's over 20 different tracks



It's supposed to be a race, right? Stopping to pick up hitchers might be considerate and humane thing to do but it isn't going to win you any friends back at team HQ. Now get back on the track and try to concentrate on the job in hand.

RACE RESULTS FLOATING CITY 1		
RANK	NAME	BEST LAP
1ST	BRAD	00:22:16
2ND	BOWE	00:22:88
3RD	KURZON	00:22:42
4TH	DENTAKU	00:22:54
5TH	ROZZA	00:22:58
6TH	WEAZEL	00:22:28
7TH	DAVINA	00:23:06
DNF	AIKARO	---



Oh dear. Trying to hide his embarrassment behind an assumed name is pretty sad. I consider it my duty to set the record straight and humiliate Jon into the bargain.

to race on (all of which bear more than a passing resemblance to the Mario Kart ones), eight different characters to race as (each with their own individual car and characteristics) and a huge arsenal of power-ups. This all adds up to a game you won't get bored of too quickly.

The wealth of options and diversity in challenge offered by *Xtreme Racing* is truly commendable. Unfortunately, all that good work is let down by the graphics. As clear and well presented as the options screen may be, the tracks and cars are not - Black Magic opting for speed rather than clarity. The result is big, chunky and badly pixillated cars and some really rough tracks that look like they're made out of Lego bricks. Even the ability to change the number of frames per second and the pixel size can't salvage the game. Although *Xtreme Racing* features some amusing little touches (like

Driving your car into a river is not the best thing you can do in the middle of a race.



being able to squash bystanders and crush opponent's cars), the poor animation makes you want to cringe rather than laugh. The game's music and audio fares little better. Having already released the fantastic Doom clone, *Gloom* and a nearly finished *Xtreme Racing* (a blatant rip-off from Mario Kart), Black Magic could be criticised for lacking creativity. The hard and fast rule of any business is surely to supply what the public wants and right now, CD32 owners are demanding

and accepting anything that comes their way. Realistically,

racing games have moved on since Mario first jumped on his kart and idealistically we'd all rather be playing games like *Destruction Derby*, *Screamer*, *Ridge Racer* and *Sega Rally*. Sadly, it's not to be ... yet. For the time being, we're going to have to make do with games like this one, but hopefully, it won't continue for long. Maybe someone out there will be able to write a *Destruction Derby* clone that will rock the CD32 world.

■ PUBLISHER: Siltuna Software ■ PRICE: £29.99
■ DEVELOPER: Black Magic ■ OUT: NOW

Profile

1-2 PLAYERS
3 SKILL LEVELS
X SAVE POSITIONS
✓ CD32 Enhanced

GRAPHICS

■■■■■ ■■■■

SOUND

■■■■■ ■■■■

GAMEPLAY

■■■■■ ■■■■

PROS:

A good diversity in the level of difficulty and a wealth of options to explore.

CONS:

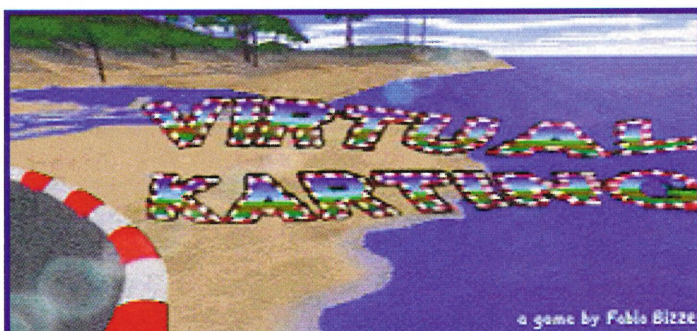
Graphically, the game is a nightmare, even after fiddling with the pixel width and height.

67%

Virtual Karting

We previewed OTM's latest race-'em-up a couple of issues back and were supposed to have a review last month. Still, better late than never. The first of this month's brace of hi-octane racing games guaranteed to fill your nostrils with the smell of petrol. Or is that a bit optimistic?

This is no ordinary karting game. No sirree! This is Virtual Karting. But what makes it 'virtual'? It's all down to that wonderful thing known as texture mapping. With the arrival of PlayStation and Saturn this technique has really become the watchword for games production. It allows for the creation of totally believable 3D environments, something at which the PlayStation in particular excels. Just as the Doom revolution gave rise to a whole host of similar corridor-style games on CD32 like AB3D, Gloom and Death Mask. The latest fashion is fuelled by the huge success of dazzling arcade titles like Daytona USA, Sega Rally and Ridge Racer. All three have since been converted onto Saturn, Saturn and



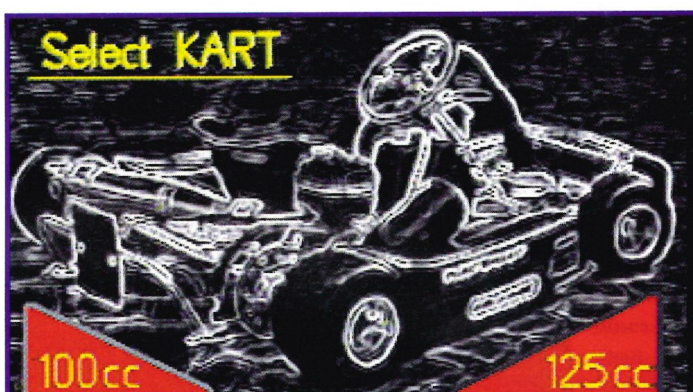
Virtual Karting marks a departure from the norm for Amiga driving games. Apart from FI Grand Prix they've always followed the Out Run-style arcade format but VK offers a more realistic if rather difficult drive.

PlayStation respectively. The PlayStation also has Psygnosis' Destruction Derby. A game written specifically for the home system which actually outstrips its more illustrious arcade contemporaries in the playability stakes. Is it any coincidence that, with such titles selling next gen consoles by the bucketload, we suddenly get Virtual Karting and XTreme Racing in for review in the same month? I don't recall seeing a texture mapped driving game on Amiga or CD32 before so you can draw your own conclusions.

But why karts? Maybe it's cos everything else has been done. Stock cars (Daytona), Formula 1 (Virtua Racing) etc. Karting may sound like a bit of a poor man's motor sport but ask yourself this. Where



Prior to each race you're treated to an aerial lap of the course which is enough to scare you off straight away!

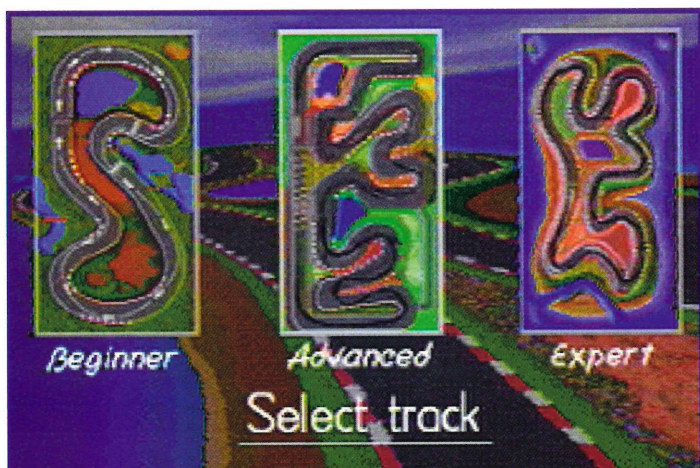


Well matey — which'll it be? Even on 100cc you'll be hard pushed to finish better than last even with practice.

did Schumacher, Coulthard and the vast majority of today's F1 stars start out? They didn't just leap behind the wheel of a 200mph race car and start doing it. They started by racing karts and progressed through the ranks.

Three tracks and two different karts are on offer. Beginners are recommended to start off on the easy track with a 100cc motor before attempting the medium and hard with the speedier but trickier to handle 125cc.

The most discernible way in which VK differs from other CD32 driving games is in the graphics. As I said earlier, it's all done using a technique called texture mapping. I'm sure you're all familiar with at least one Amiga 3D Driving sim. Microprose's Formula 1 Grand Prix aside, they all use largely the same mechanics. The rolling road with expanding trackside sprites method which came of age with Out Run but can be traced back to Atari's classic (in the old and very crusty



Here are the games three tracks for your perusal. The best strategy is to get to know the kart's handling on the easy one but even then you can't hope to complete the others by 'seat o' your pants' driving. The courses must be learned so you can anticipate bends and brake accordingly.

sense of the word) Pole Position.

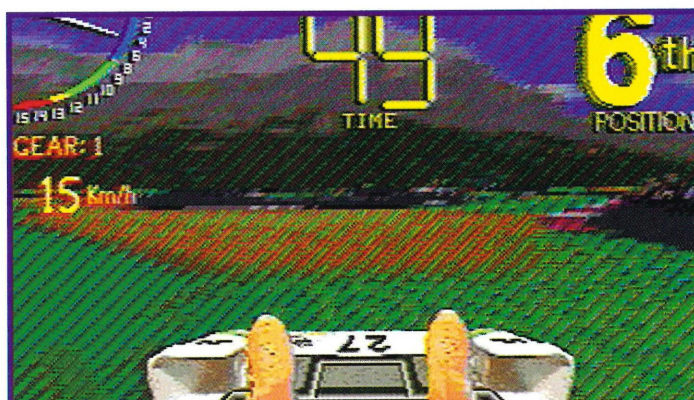
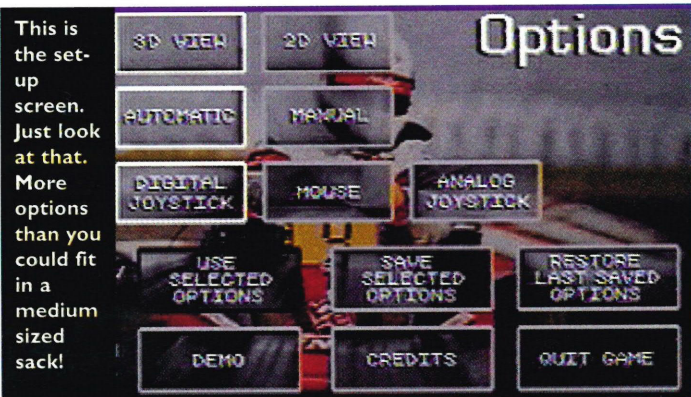
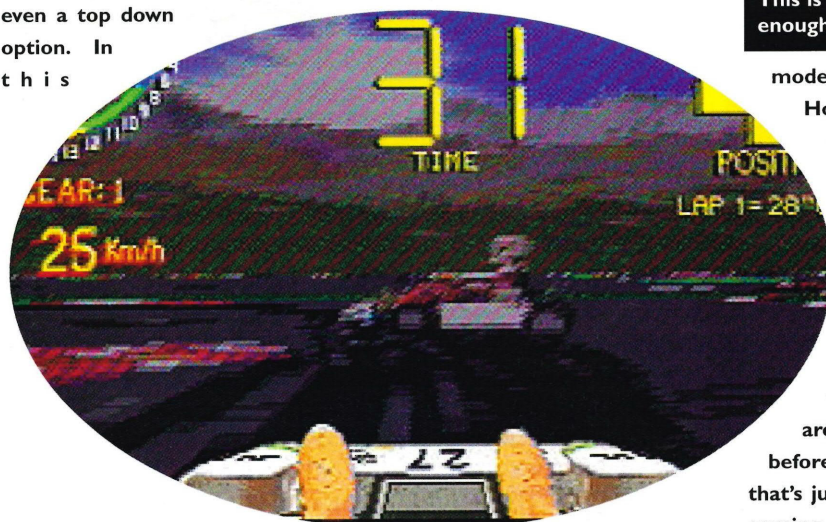
For years all driving games were made this way until Virtua Racing arrived with its polygon graphics and extensive, rotatable game world. Suddenly everyone realised how unacceptable things had been up to that point. The Out Run, Chase HQ and WEC Le Mans machines became obsolete overnight. Suddenly it was Virtua this and Virtua that. The thing is, it was only a few months further down the line Daytona arrived and instantly made VR look dated and washed out.

If you've got this far and are now expecting me to say VK looks like Daytona for the CD32, a — you obviously haven't looked at the screen-shots, and b — I'm going to disappoint you. The graphics look more like mode 7 on the SNES. However the game doesn't try to replicate Mario Kart in the way XTreme Racing does. Instead it concentrates on being more of a realistic racing simulation. Something not really possible in the Out Run genre. Using this technique which allows the whole world to be rotated, the track can go wherever the programmer likes. And, more importantly, the player can see where it goes rather than it kind of building itself up in the distance as you go. Instead of being limited to sweeping bends varying only in their degrees of sharpness we've now got genuine tight hairpins, chicanes which switch back on themselves and a lot more involving driving experience as a result.

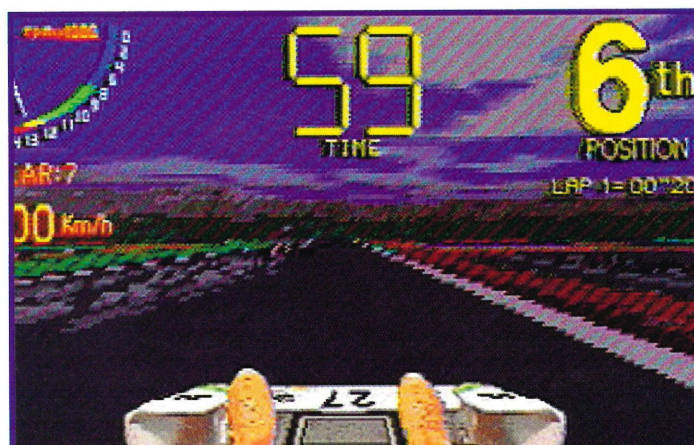
A few different viewpoints are available. An in-kart view with your feet visible as they pad the brake and accelerator. A more zoomed out 3D view or, if you prefer,

even a top down option. In

this



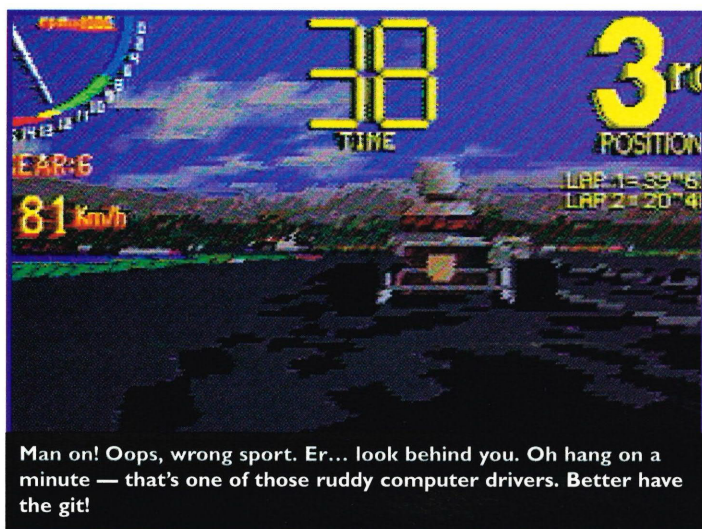
Hang on, let me check the map. I definitely said right back there, or did it. Hmm. Lost!



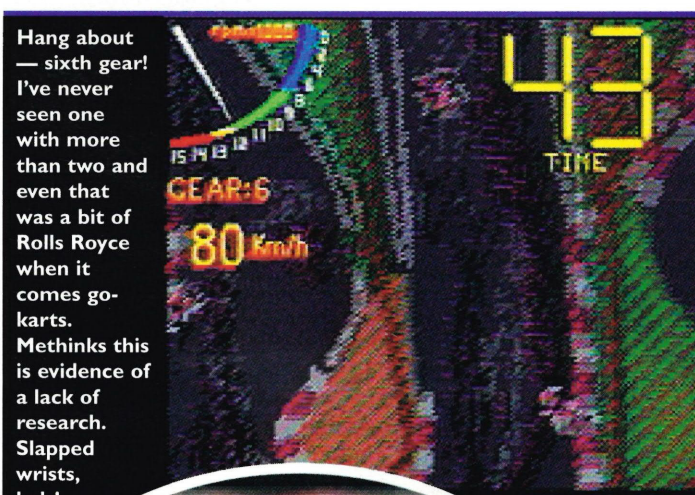
This is probably the most realistic view but it doesn't really give enough warning of what's coming up.

mode the game plays more like such oldies as Super Sprint. However not quite as well given the nature of the controls. The kart tends to be a bit slippery at the best of times. Sitting 'in the cockpit' so to speak gives you a better feel for its idiosyncrasies. The 2D view is far harder to get to grips with because of its detached perspective meaning you spend much of your time on the verge. That said, it's no piece of cake whichever way you play. Those who like a driving game where they can put their foot down and not release it until the chequered flag are in for a nasty shock. Learning to constantly break and accelerate is required to make it around the easiest of the three tracks. It'll take even longer before you can start thinking about actually winning any races. And that's just the automatic car. There's a manual-shift option but only gaming supermen need apply!

CD review



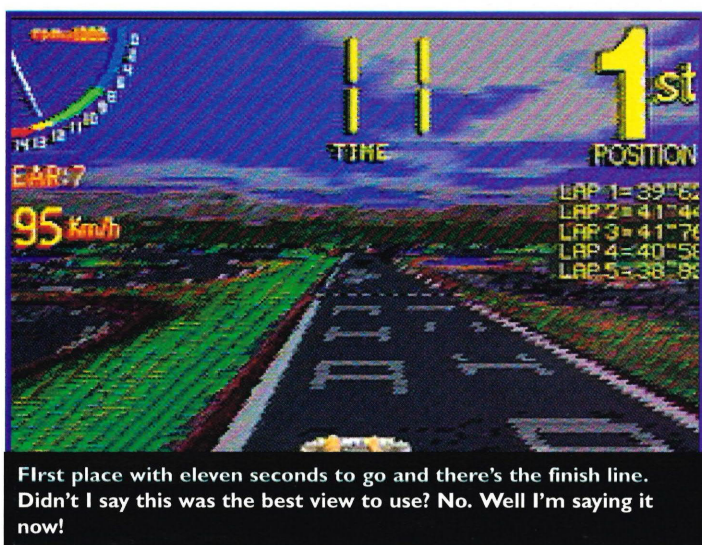
Man on! Oops, wrong sport. Er... look behind you. Oh hang on a minute — that's one of those ruddy computer drivers. Better have the git!



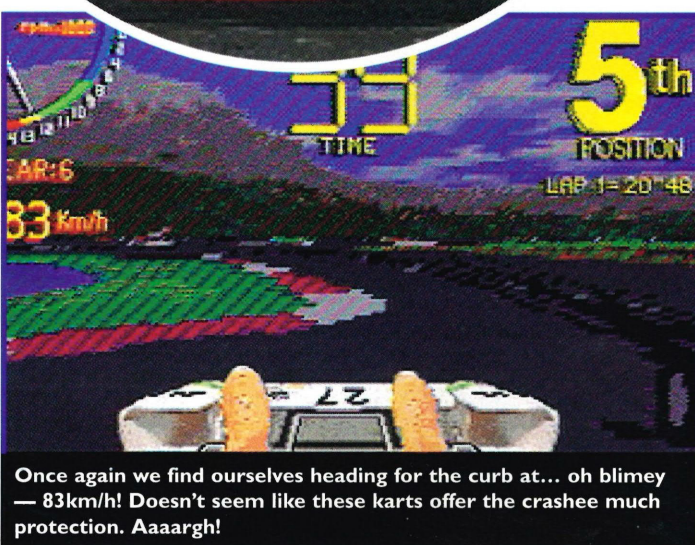
Hang about — sixth gear! I've never seen one with more than two and even that was a bit of Rolls Royce when it comes go-karts. Methinks this is evidence of a lack of research. Slapped wrists, lads!



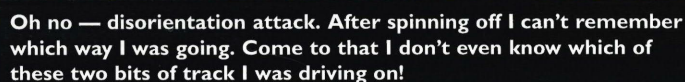
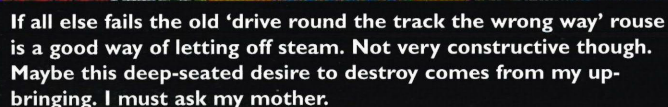
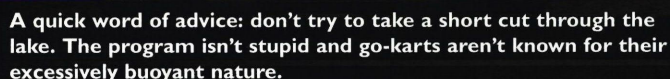
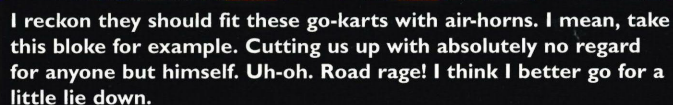
You'd think the top down view would make bends and things easier to negotiate as you can see exactly how far away they are. Not so! Playing the game this way is even tougher and believe me you don't need that!



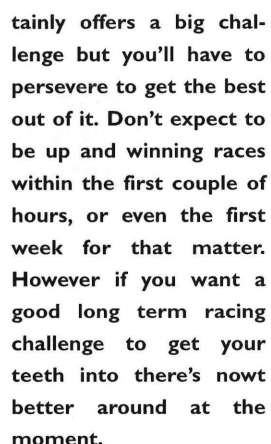
First place with eleven seconds to go and there's the finish line. Didn't I say this was the best view to use? No. Well I'm saying it now!



Once again we find ourselves heading for the curb at... oh blimey — 83km/h! Doesn't seem like these karts offer the crashee much protection. Aaaargh!



The speed and smoothness of the graphics is to be commended considering the amount of movement the CPU's having to cope with, and this is what lifts the game above the usual fodder. It's cer-



Profile

- ## GRAPHICS

SOUND

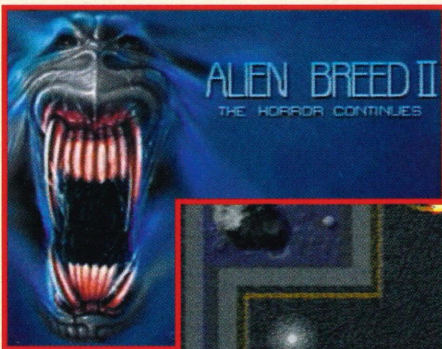
GAMEPLAY

84%

The A-Z of mini-tips

This month we've decided to gather together all the best mini-tips from the last 18 months to give you a complete at-a-glance guide to all those cheats, codes and passwords without you having to go sifting through all your back issues.

The Complete A-Z of CD32 Game-Busters



Alien Breed II

Passwords - 174170 - 266162

Alien Breed Special Edition

Level Codes

55955 - Power sub-system, deck two
48361 - Oval Zone, deck four
63556 - Engineering sub-system, deck six
86723 - Powermechs system, deck eight
25194 - Reactor core, deck ten



Benefactor

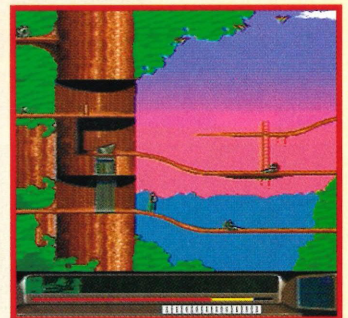
Level codes

The Underworld

2 - 3213J2HPQL
3 - 3MQL4SNQR
4 - ORBIBBBIBB
5 - 3LQLF4PK2N
6 - INQDLQV3QV
7 - 3BQPR3P4QH
8 - 3MQQM5MM3Q
9 - Q5J2L3LGNK
10 - 6KB3MKFMQK

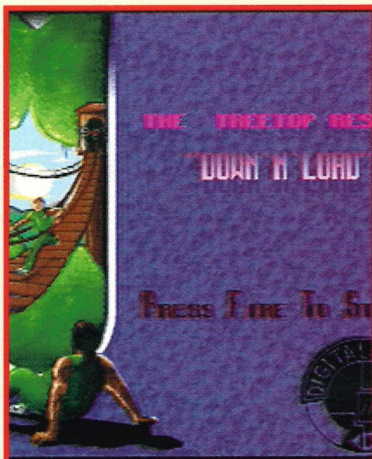
Tomb of Egypt

11 - G2B342DKQG
12 - IVQ23JPDH3
13 - QPHDJSKGMV
14 - 3NQQ5VMMQR
15 - 6NB3PNCJQ4
16 - MGQTHNJMIG
17 - M51MD2C4FG
18 - 2MQ3NQTLQT
19 - 5CJ34GLKQ3



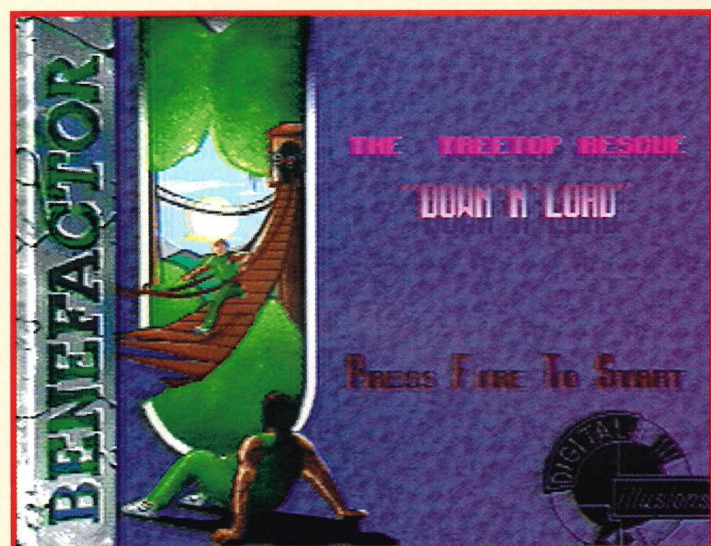
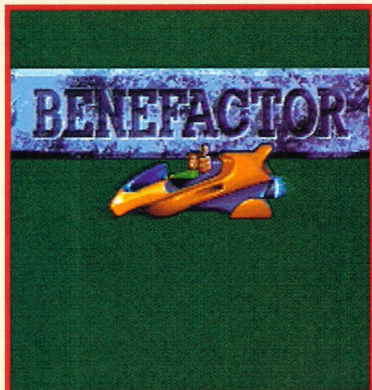
The Treetop Rescue

- 20 - MJ3QFNFNCK
- 21 - 5PHFFSGG2R
- 22 - MDIM3D35QL
- 23 - MHQTR4PSQN
- 24 - 5QB2FIF3J2
- 25 - MQ3QK2JRLF
- 26 - M2IMN2DPQH
- 27 - MMQPSP4NQN
- 28 - MLQPH4RQ3P
- 29 - 2XQM4PNJLM



Stones 'n Bones

- 30 - MNQ55VMQQR
- 31 - QMFC24FC24
- 32 - Q5NGHKHIB2
- 33 - QMFC24FC24
- 34 - 3IQ4PGRPQH
- 35 - 3MQJMN5NQR
- 36 - INQCDPPBC4
- 37 - QTNG3J3BD2
- 38 - IHQG4NS3QP
- 39 - QNDBM4HFQS



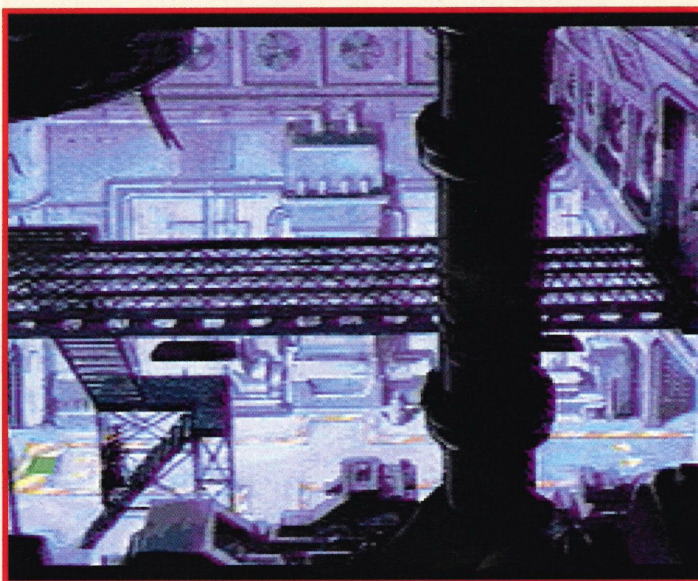
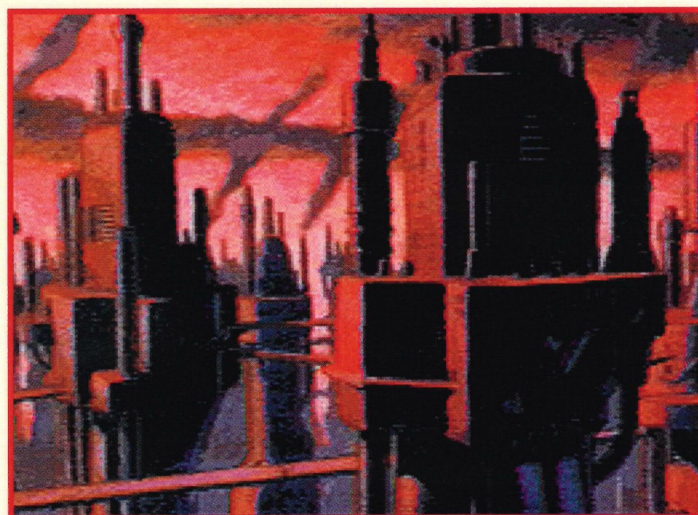
The Techno Treat

- 50 - 5CLJNH4MQK
- 51 - MMQNMN5RQR
- 52 - MNQNC4QNC4
- 53 - 5JFGFLGHGM
- 54 - 5PLJN54MQX
- 55 - MO24MF35QJ
- 56 - 2QQFGBT3J2
- 57 - M5QNHFSRLJ
- 58 - MCQ442SQQ6
- 59 - 23QJTNNGQK

Merry Winterland

- 40 - QKDBF:G234
- 41 - Q5DBHFHFLJ
- 42 - 6CDJNDGMQ6
- 43 - 6KFKQMFKQM
- 44 - 6PN4KVL3T
- 45 - QVNGNLNGNL
- 46 - QPLFR5KQT
- 47 - 3NQJQ4QJQ4
- 48 - 2MQFBNP2IM
- 49 - 5MFG24FG24

To Hell with Minniat 60 - MV24HHGQJJ



Beneath a Steel Sky

- 000000 - The Beginning
- 936842 - The Furnace
- 623875 - Factory
- 543961 - I Level Down
- 810354 - With Potts
- 692730 - Security Building
- 180283 - With Mrs Piermont
- 986254 - With Eduardo
- 280870 - Subway
- 178931 - Linc Hideout
- 584439 - The End

Cannon Fodder

Having trouble with Cannon Fodder? Well, try this little cheat - just bring up the save game option and enter Jools , you'll be rewarded with a leader who's almost as invincible as Rambo himself.



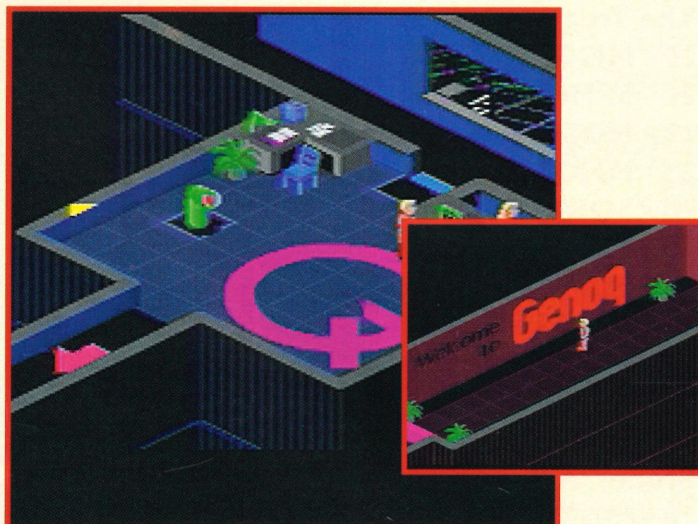
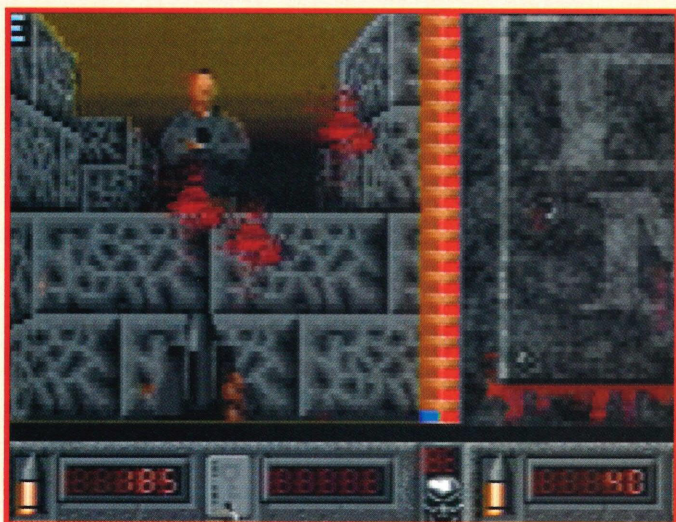
Death Mask

Levels

2 - 52385
3 - 22428
4 - 84843
5 - 22087
6 - 38641
7 - 06395
8 - 33224
9 - 35527
10 - 48962
11 - 65074
12 - 62438
13 - 28283
14 - 85325
15 - 10769
16 - 25324
17 - 43542
18 - 62156
19 - 84678



20 - 57093	27 - 55276
21 - 29264	28 - 68163
22 - 47446	29 - 75156
23 - 75330	30 - 70948
24 - 82855	31 - 54334
25 - 58474	32 - 39814
26 - 38392	33 - 52262



D-Generation

When you come to the first computer, enter your name as **SETH**. Use Ostrich as your pass name until you get to the second computer, where you have to enter your name as **Death**. This should activate a cheat mode.

Flink

Start the game as normal, then press start to bring up the spell selection menu together with down on the joypad. This should make Flink kneel. Being careful not to let go of the start button, tap right, right, right, left, left, left, right, right, left, left, right, left on the joypad. this should bring up a cheat menu which'll allow you to skip levels.

Frontier

For extra cargo space on your ship, buy at least one tonne of rubbish and travel to a planet where you won't get caught for dumping it. Go to the cargo screen and click a bit below the rubbish. You should notice that the remaining cargo has gone up, but the amount of rubbish has stayed the same.

Heimdall 2

If you find yourself without either the hero, or the heroine, go to the Dwarven Isle of Utguard. Here, go to the shop and look in your inventory. Click on the deceased face and sell all their possessions, then (and here's the clever part) buy them back with the character who's still alive.

Impossible Mission 2025

Level codes - AAQAAXAH
- ADQVCXAA
- AHQSWXZP
- ALQSKXFD
- APQOCXKA

James Pond 3

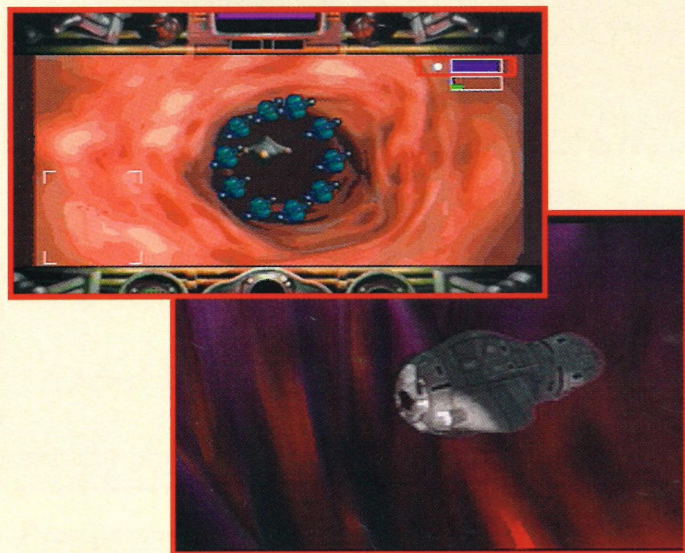
If you've got your CD32 connected up to an Amiga keyboard, then at any point during the game type 'NIGHTMARE' and press F10 to bring up a handy cheat menu.

Last Ninja

For infinite lives, simply press the L and R toggles on the joypad and hold down the blue button whilst the game is loading.

Liberation

For loads of dosh, enter a building and pick up as many key cards as you can find. Now go back outside and sell them for the largest sum of money offered. Once you've done this, head back inside the building and you'll find all the key cards have returned. You can pick them up and sell them as many times as you like.



Microcosm

At the start of level one, go right and then at the next crossroads push up. Then pause the game and press, in turn, the yellow, red,

green and blue buttons, followed by up and down on the joypad. You should now be invincible.

Myth

Before you turn on the CD32, hold down the L and R toggles on the joypad and the blue button. Switch on the CD32 and then release the buttons when the screen flashes red, you now have infinite lives.

Rise of the Robots

For the honour of fighting as the Supervisor, check out this handy cheat. First select to fight as the military droid on the training mode and lose. Then set the options as follows

-
Difficulty Hard
Cinematics On
7 Bouts
Shadows On
Screen Shake On

Now select two players and on the handicap screen push the red bar left until it's about quarter of the way in to player one's side and then push it back. Do this about six times until the screen flashes. Now cycle through the opponents and you should find the Supervisor.

Supervisors Special Moves

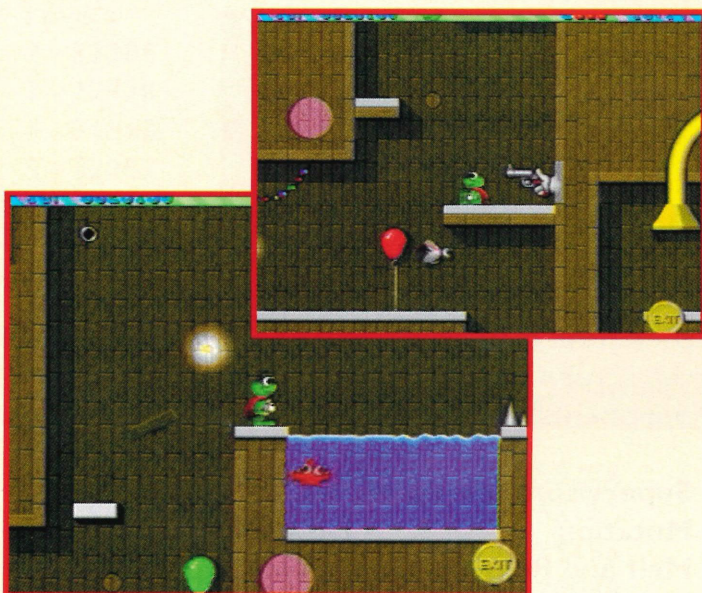
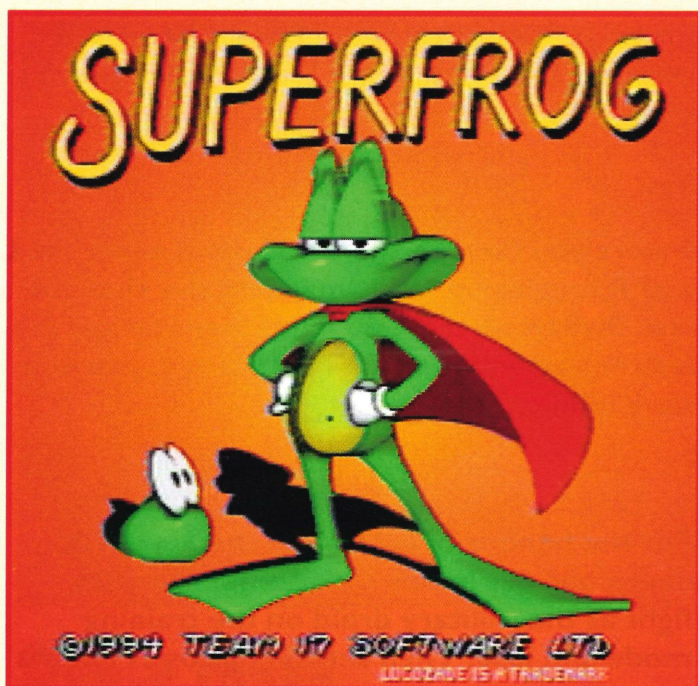
Mutation - Down/Towards/Up
Melt and Reform - Down/Away/Up

RoadKill

Track Codes - LQPONTLLCQ
- HQPOOFMTCI
- PQPOQPNPCJ
- LQPONUGTNP

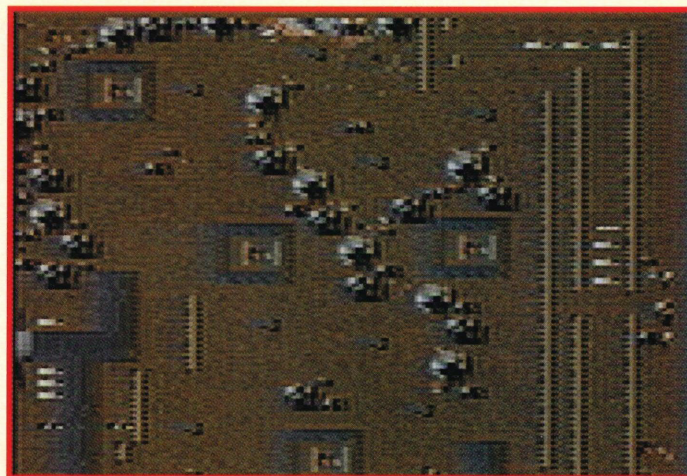
Sabre Team

For unlimited action points first select a mission and any four characters. Equip and deploy them and then on the main screen click on the blueprint icon on the menu. Select the characters in the following sequence - 3, 4, 1, 2, 2, 4, 1, 3 and tap the L toggle on the joypad. Go back to playing the game and you should be sorted.



Superfrog

World One	- 234644	182394
	447464	298383
	747822	
World Two	- 3982822	World Five - 452234
	446364	984841
	984448	383772
	477444	093152
World Three	- 343522	World Six - 387211
	882311	981122
	992334	017632
	091332	398112
World Four	- 467464	
	818234	



Super Stardust

Level Codes

- 1 - AAAAAAAAAAAA
- 2 - BDSUAAAADGB
- 3 - CFSUUAAAFGL
- 4 - DFSUUUARGWR
- 5 - EFSUVXQSGLR



The Chaos Engine

World 1

- HHGGFFDDCCBB - Thug and Preacher + 50,000 credits
- JJHHGGFFDDCC - Navvie and Brigand + 10,000 credits
- XXXXXXXXXXXXXX - Gentleman and Navvie + 30,000 credits
- YYYYYYYYYYYYYY - Thug and Gentleman + 20,000 credits
- vvvvvvvvvvvv - Brigand and Mercenary + 30,000 credits
- TTTTTTTTTTTTTT - Mercenary and Gentleman + 45,000 credits

World 2

0WHS5PX3835F- Mercenary and Thug +

40,000 credits

2F#8Q55KKQNH - Navvie and Gentleman

+ 50,000 credits

LQPBK8JWDNBY - Thug and Preacher +

40,000 credits

World 3

C4HNWRH86BI8 - Navvie and Gentleman

+ 40,000 credits

8H8BKOSWQY7H - Thug and Preacher +

30,000 credits

World 4

HMWMUYOWBO19- Navvie and Gentleman

+ 33,000 credits

P28BKM6XMWWK - Thug and Preacher +

30,000 credits

PKJKDLI#DFD4 - Brigand and Mercenary

+ 20,000 credits

XSFB8DDNR4R8 - Gentleman and

Preacher + 20,000 credits

WRIVVFXQIMLC - Mercenary and

Brigand + 20,000 credits

PKWD2FJJPFY - Brigand and

Preacher + 20,000 credits

F#BFZF60T5MW - Brigand and

Navvie + 20,000 credits

Two Players

RUDBKOQ7JWM6 - Preacher and

Gentleman, 30 lives



Tower Assault

To see the end sequences, enter the following coeds on the password screen - LFBHIDSSS-BAAAABH then start the game and quit. Now enter - MAFHIDSSSBAAAABH and start the game.

Those who want to play through the game before they see the end sequence, here's a few codes you might find helpful.

IPCBLDDSDCAAADJ - 3 Lives Military Tower

EJBSPDDAFDCAAADC - 6 Lives Stores Sector

EEFPNDAMDCAAADB - 5 Lives Civilian Sector

LACJIDDDSDCAAADD - 0 Lives Security Tower

HABLNDCKDCAAADK - 5 Lives Main Tower

HCASKDDCPDCAAADA - Last Three Levels

Ultimate Body Blows

On the high score table, put your name in as MEAN TEAM, the border will flash to signify you're now invincible.



Zool 2

10 lives

- Creamola

20 lives

- Vision

Infinite Smart Bombs - Kickass

99% rate

- Alcento

Freeze Clock

- Oldenemy

Invincibility

- Toughguy

Bonus Stage

- Napoleon

Level One

- Seasmie

Level Two

- Ronson

Level Three

- Funkytut

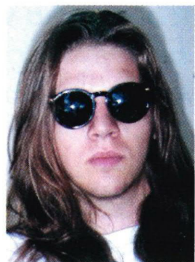
Level Four

- Hissteria

Ball Stops

- Marrobone

mail Section



least 50 Gamer Gold reviews a month but as you know that's not entirely possible given things as they stand. I always said we had a smarter readership than the average computer rag!

Dear CD32 I haven't written to a magazine before, but I have been reading it since day one. Let's get down to business, I have some info about the MPEG cart. The cart I am talking about is a new one from Hisoft, which is called Squirrel MPEG. Not to be confused with the Squirrel SCSI unit and it will be linked up to a TV, or monitor, plus it will come with its own remote control.

I have some questions about Aminet 7. Why is it everytime I try to load up a file it says failed to return code 10 and unable to open your tool. I also got the CD network and cable and it's worth it, if you get a CD32 and another Amiga. Is there a programme which will turn the two machines into an SX-1 compatible unit, so I can run Floppy software? Also, what happened to Rebel Assault? We were promised it since issue 2, so where is it? Also, how about a Penpals section and live games reviews on your cover CD?

See you next Disc.. **P.S** How about a job?

Woah! Slow down there! Just what the hell are you going on about. Okay, so you've written in to tell us about the Squirrel MPEG cart, so? What's your point? Hmmm!

As for your problem with Aminet 7 'Disc', well, to be honest, I ain't got any idea what you're drivelling about - I doubt anybody has. If somebody can decipher your drivellous rantings though, I'd appreciate it if they wrote in and let us know.

In case you're still wondering about Rebel Assault, its been put on permanent hold, like a lot of other games and about the job, we'll phone you, don't phone us!

Dear Gamer That's OK! We're all a great family, long live the CD32, what a loyal readership we have ... that's all good stuff for romantic people like me and you,

We're back. So what's been happening over the last four weeks, eh? Personally I've been chasing up stuff to fill this latest issue, not that people have been falling over themselves to be helpful. So many people seem to just let things drift. We haven't had the expected torrent of observations on the page-drop as yet which I was half expecting. Actually it's come as quite a pleasant surprise to see people preferring to make constructive comments and suggestions towards the greater good of the market than pick up on things which are afterall, beyond the control of humble servants such as I. If it was up to me we'd have 300 pages and at

but now just be a little more pragmatic. I paid a lot of money to support your CD32 Gamer project; I like to think that I am more than just a mere reader. I feel that the magazine is a bit 'mine'. I don't want any PC, PSX, Saturn, Mars, Jupiter; I am tired of BORING games (ever tried the Playstation?) This is what I want;

1) Playability and correct use of technology (AKIKO, Blitter, CD tracks, decent presentation, Hardware scrolling ...)

2) Some RESPECT, please! Sometimes I think that many programmers enjoy laughing at Amiga owners. Hey lads, DON'T BUY their rubbish!

I know that this is a hard time, but please keep the scores low if games are bad. Super Street Fighter II is simply crap. I really prefer not to play, rather than playing it! Be severe as much as you can. Let's hope Gametek will do a better game.

Hey, now some technical stuff: 3D games are difficult on the Amiga because we use a Planar graphic mode which is slower for 3D, whilst PC's (or Amiga graphical boards) have chunky mode (1 byte for each pixel) which is fast, although it does have a few disadvantages. So, what can we do? Our co-processors include a chunky-to-Chunky mode; it is a solution (used in Gloom), but pixels are 2x2 and you can't use a full screen window. Another solution is the Chunky-to-Planar software routine, but you need a fast processor to reach a decent speed. But, wait, I see a brave Knight in the distance: AKIKO! This valourous fighter implements Chunky-to-Planar conversion by hardware. A very good and simple solution, but will anyone use it? No, it's too simple. Are EScm supporting AKIKO? No way, my friends. Only CD32 has it, so why should the programmers work hard to make wonderful, silky smooth 3D graphic enhancements, like AKIKO, or a new one, with the Playstation at £300.

I know that usually our games are very playable, but I also know they could certainly be smart looking. Sorry mates, I'm really furious about that.

Just another thing boys, I am your supporter, OK, not just a reader, but now let's do something for your cover CD because there's nothing on it! If you have mastering problems, at least put the demos on the next issue. There are only a few games around, if I can't see them on your CD, what the hell do you put a CD on the cover for? I don't want to think it is just an economic trick to suck our money, so come on.

I own a 6 button JOYSTICK (yes, not a pad), which is made in Italy (Rome): it is called Millenium. I had a few problems with it (because it is fragile, although it is made of steel, and is difficult to open), but it is still the only choice if you don't like joypads. Now, after a few changes, it's nearly perfect.

Here's my collection of CD32 games (why not have a special feature on readers collections?); Oscar, Diggers, Cannon Fodder, Beneath a Steel Sky, Ultimate BODy Blows, Alien Breed, Qwak, Banshee, Guardian, Roadkill, Gloom, Shadow Fighter, International Sensible Soccer, Super Stardust, Sometimes I also borrow my friends; Litol Divil, Tower Assault, UFO, Flink, Theme Park, Subwar 2050, All Terrain Racing, Microcosm, Rise of the Robots and Pinball Fantasies.

Sincerely - Roberto Comunilleo - Verona

P.S I have played thousands of games since C64 time. Show must go on ...

Thanks for the long, long, long letter Roberto, it's nice to hear from our fellow European gamers every now and then. It's equally reassuring to hear your faith in the CD32 is still strong - after all, no-one could be blamed for wanting to jump ship! As for all the points you made, well I can't be arsed to go into them in detail, let's just say they've been taken on board by the whole ACG team and we'll see where things go from there.

Hello over there. I am a happy CD32 owner. Very Happy. Mainly because of the cheap games, but also the quality of games has something to do with it.

Before I really get started I will present myself. I am a 15 year old boy from Denmark and I have been a CD32 owner for 2 years at spring and I promise I have never been more pleased with my CD32 than now. Why? Because things are at last beginning to look good. Anyway, I have a lot of advises for you, so here they come.

First of all there are some great games that you have not reviewed yet. I am talking about trivial pursuit, Brutal Paws of Fury, Power Pinball, Humans 1 and 2, Prey, Amiga

American Football and last, but not least, Pshyko Killer. Pshyko Killer is an interactive movie which all the CD32 owners have been waiting for. All it needs is a mouse. All the games I have named can be bought at Capri CD Distribution. I have called them.

Secondly I think 'Special Reserve is a great club and every CD32 owner should be a member. The prices are so low that you almost can not imagine. This month I bought 'Core compilation Vol. 2' for just £20 and since then the price has dropped another £5. I also bought Zool, Morph and James Pond 2 for around £4 apiece. Now that is what I call cheap games.

You should also review the 2 Core Compilations, please!

The reason why I bought a CD32 was because of the claimed low prices on games and this has been showed to be true. I am very excited about Gametek's new SSF2 Turbo and Brutal Paws of Furry, so make some reviews fast.

What actually happened to Boo and Big Red Adventure? I think, and a lot of other CD32 owners agree, that you should give Microprose and Core a call.

In an advertisement in issue 16 there was Speedball 3D and Syndicate 2 for sale, give them a call too.

Come on, review insight Tekno and Guinness disc of Records 1 and 2.

I think the game makers do not use the CD-ROM good enough. Just look at Heimdall 2. This excellent game would have been Perfect if the programmers had included some speech instead of boring text. This would have given the game the final touch like Simon the Sorcerer. And again with Universe Core fails. Take a look at Insight Dinosaur, this program really pushes the machine and is brilliant. Anyway the future looks good with hopefully Simon 2, Mega Race, Lost Eden and Virtual Karting coming in the near future.

Another thing you ought to do is call Escom and force them to sign contracts with software companies to produce games for the Amiga, because I think they have a responsibility towards us.

Awhile back, when you previewed Fears, Derek Dela Fuente said that the CD32 version was unchanged. Why? Call Manyk if you have to!

And call Renegade and tell them a lot of CD32 owners are waiting for them to release Flight of the Amazon Queen. With full speech of course. Give Mindscape a kick up the butt as well, so they release Baldy.

That is all for now. Goodbye and thanks for a great looking new mag.

Thorsten Ottosen - Farso, Denmark

P.S Why not make a CD32 v's SNES for a second time when you review SSF2 Turbo? Is there an intro to Worms?

CD32 Gamer has really gone continental this issue, with yet another letter from abroad (puts all you British readers to shame, doesn't it?). And, more importantly, it's from yet another happy customer (I always thought the Danish were mad).

I'm glad to hear you've never been happier with your CD32 Thorsten and you're right, in a games world which has lost all sight of reason when it comes to pricing, it's nice to know that CD32 games still command realistic price tags.

Now, about those games you mentioned. We're aware we haven't reviewed them before, it's just some of them are so old we didn't think it would be worth doing them. However, if people would still like to see them reviewed, then we'll see what we can sort out for next month.

Dear CD32 Gamer
I know I have found the custom Levels for Worms. All you have to do to get them, is this:

- 1) Go to the game Start
- 2) Pick anything you want
- 3) Then pick your team and click on OK
- 4) When the levels are loading, press the blue button to bring up the landscape generator and type in a choice of; Worms, Team 17, Rushmore and Ocean. When you have typed one, press the green button and it should load whichever you have chosen.

I hope this helps Steven 'Jem' Brown
AKA - The Games Master - Glasgow

Cheers for this little gem of a cheat Jem. Worms is a cool game and I'm sure the readers will appreciate your top tip. Normally, we would have put this on the busters page, but letters and tips aren't exactly flooding in at the moment, so we've decided to run the two concurrently.

write to us !

Send your brickbats, bouquets and any spare cash that you may want to push our way to :

MAIL SECTION, AMIGA CD32 GAMER, COMPUTERFACTS, 14A UNION STREET, NEWTON ABBOT, DEVON, TQ12 2JS

A to Z

AMIGA CD32 GAMER has the most comprehensive list of all CD32 software anywhere. For the full, definitive reviews, check out our back issues so that when it comes to software history, your knowledge is as accurate and complete as ours.

❖ The Definitive Guide To All CD32 Software ❖

A B

AKIRA • Neo

Dire Manga tie-in. The graphics could've been lifted from a C64 and the gameplay – well, have a sick bag handy!

ACG Rated 60% (Issue 10)

ALFRED CHICKEN • Mindscape

Unoriginal and unspectacular, but it doesn't matter 'cos playability is top notch with big, varied levels testing platforming skills to the limit.

ACG Rated 78% (Issue 1)

ALIEN BREED • Team 17

An overhead-view blast-'em-up in the *Gauntlet* vein with masses of mazes and power-ups. Gameplay is simplistic, but action is fast and atmospheric.

ACG Rated 77% (Issue 1)

ALIEN BREED 2 • Team 17

Decent *Gauntlet*-style, *Aliens*-inspired blaster, but a smidge on the difficult side and may not appeal to all tastes. Comes free with *Tower Assault*.

ACG Rated 72% (Issue 7)

ARABIAN KNIGHTS • Buzz

The graphics are less than awesome, but playability is fine in this nippy platformer with a sprinkling of neat puzzles that should keep you guessing for quite a while. Fun.

ACG Rated 74% (Issue 1)

ARCADE POOL • Team 17

Sophisticated it's not, but for quick action entertainment this game is hard to beat, with some tough opposition.

ACG Rated 88% (Issue 2)

BANSHEE • Core Design

Great AGA graphics and a formidable challenge lift an unoriginal vertically-scrolling shooter into the major league. Seriously impressive action.

ACG Rated 88% (Issue 4)

BASE JUMPERS • Rasputin

Basically a platformer but with loads of classic arcade-style sub-games thrown in for good measure. Lacks sophistication though.

ACG Rated 79% (Issue 13)

BATTLE CHESS • Interplay

An amusing variation on the world's best boardgame. All the pieces are animated, with some hilarious combat scenes. A fun intro to a great game.

ACG Rated 76% (Issue 1)

BATTLETOADS • Mindscape

Despite the varied and imaginative gametypes packed into the original NES game, the CD32 conversion fails due to an awful control system. A waste of time.

ACG Rated 22% (Issue 3)

BEAVERS • Unique

A simplistic and rather limited platformer, but cute graphics and some amusing touches make for reasonable addictiveness.

ACG Rated 75% (Issue 2)

BENEATH A STEEL SKY • Virgin

The best point 'n' click adventure on the CD32, and one of the best to grace any format. Escape from a futuristic metropolis and have enormous fun whilst doing so.

ACG Rated 90% (Issue 7)

BENEFACTOR • Psygnosis

Strange puzzler with tiny sprites and fine animation. A hybrid of *Lemmings* and *Impossible Mission*(!).

ACG Rated 85% (Issue 9)

BIG 6 • Codemasters

Compilation of simple, jolly adventures for the lovable eggy hero Dizzy. For the young or young at heart!

ACG Rated 89% (Issue 9)

BRIAN THE LION • Psygnosis

An varied platformer thoughtfully upgraded for CD32. Playability isn't all it could be though.

ACG Rated 65% (Issue 5)

BRUTAL SPORTS FOOTBALL • Millennium

A side-scrolling SF sports game crossing American football with all-out war. Fun for a while, but ultimately unsatisfying due to confusing control system.

ACG Rated 55% (Issue 2)

BUBBA 'N' STIX • Core Design

Large, colourful sprites star in a cartoony platformer. Stix himself is a great little weapon with a host of functions, while gameplay as a whole is original and entertaining.

ACG Rated 89% (Issue 1)

BUBBLE AND SQUEAK • Audiogenic

Reasonable if dated platformer. Good variety in graphics between levels, but it's all a little too simplistic for comfort. Platform addicts only need apply.

ACG Rated 74% (Issue 6)

BUMP 'N' BURN • Grandslam

A straightforward race 'game lifted into pole position by masses of humour, power-ups and a great two-player mode.

ACG Rated 90% (Issue 4)

C D E

CANNON FODDER • Virgin

A shoot-'em-up with a difference, ie buck-etloads of originality, playability and blood-splattered black humour.

ACG Rated 90% (Issue 2)

CASE OF THE CAUTIOUS CONDOR

• Airwave Adventure

A "whodunnit" murder mystery where you have to save the universe. Well, not the entire universe, but one bit. Sounds like a certain board-game to me.

ACG Rated 80% (Issue 16)

CASTLES II • Interplay

Medieval war is reproduced in stunning detail in this strategy game. Sluggish speed will put off all but strategy fans.

ACG Rated 39% (Issue 1)

CHAMBERS OF SHAOLIN • Unique

Arguably the worst beat-'em-up in the history of mankind. This should not be bought under any circumstances, except as a cruel gift to an unwanted friend.

ACG Rated 6% (Issue 1)

CHAOS ENGINE • Renegade

Gauntlet for the 1890s is the theme of this steampunk-styled blast-'em-up with masses of mazes and monsters. Rather un-original, but furious action should keep you occupied.

ACG Rated 72% (Issue 2)

CHUCK ROCK • Core Design

Big sprites, but limited colours and simplistic gameplay make this dated. Not bad, but pointless when you could buy...

ACG Rated 57% (Issue 1)

CHUCK ROCK II : SON OF CHUCK

• Core Design

A genuinely funny platformer with lots of witty touches and imaginative gameplay elements. The *Son of Chuck* is a great new platform character.

ACG Rated 86% (Issue 2)

CLOCKWISER • Rasputin

Fun puzzle game as you attempt to match patterns on the screen. Level editor gives huge scope for longevity, but not everyone's cup of tea.

ACG Rated 81% (Issue 6)

DANGEROUS STREETS • Flair Software

Static, this looks like a big and brash *SFII* clone, but animation is dreadful and gameplay uninvolving.

ACG Rated 22% (Issue 1)

DEATH MASK • Alternative

Imagine *Gauntlet* viewed in first person perspective and with a new, futuristic theme. That, in a nutshell, is *Death Mask*. Looks good and plays the same way.

ACG Rated 88% (Issue 9)

DEEP CORE • Ice

Nice intro soundtrack and good in-game graphics can't disguise uninspired arcade-adventure gameplay.

ACG Rated 42% (Issue 1)

D/GENERATION • Mindscape

Crude graphics and minimal sound fail to disguise one of the most atmospheric and fun games on the CD32. An addictive mix of arcade action and brain-twisting puzzles.

ACG Rated 90% (Issue 1)

D-HERO • Gremlin Graphics

An unoriginal, but still very slick and playable *R-Type* clone. Five levels packed with furious blasting action.
ACG Rated 85% (Issue 2)

DARK SEED • Cyberdreams

A slow but intriguing adventure game with stunning graphics. HR Giger's otherworldly artwork provides the perfect atmosphere for a truly haunting experience.
ACG Rated 90% (Issue 4)

DENNIS • Ocean

Slick, 256-colour graphics, but the gameplay is as tired as the uninspired platforming format.
ACG Rated 37% (Issue 1)

DIGGERS • Millennium

A more sophisticated variation on the *Lemmings* arcade format. Sadly, while the soundtrack is brilliant, gameplay is frustrating due to complex control system.
ACG Rated 56% (Issue 1)

DONK • Supervision

Yet another cute platformer which sadly doesn't play as good as it looks. However the simultaneous two-player mode is reasonable.
ACG Rated 58% (Issue 2)

DRAGONSTONE • Core

Fine console-style RPG which takes a while to warm up, but once it gets going you'll be hooked.
ACG Rated 87% (Issue 10)

EMERALD MINES • Alamathera

Graphically this is painfully bad, but the classic eighties-style gameplay will please puzzle fans.
ACG Rated 85% (Issue 10)

EXILE • Audiogenic

A classic arcade adventure in CD32 form. It's big, it's challenging, it's unique. The only thing which stops it achieving gold status is the irksome control method.
ACG Rated 89% (Issue 15)

EXTRACTORS • Millenium

The follow up to *Diggers* takes the original's theme and irons out all the hitches and quirks. A polished and challenging platform puzzler.
ACG Rated 88% (Issue 11)

F

FEARS • Manyk

Doom meets the CD32, and while the PC market is fit to burst after every software house decided to release a clone of this great game, it has yet to filter across to many of the more popular formats. At last, CD32 owners can get a taste what they've been missing, and boy, is it ever good!
ACG Rated 94% (Issue 16)

FI7 • Team 17

A nice-looking and playable racing game with plenty of speed and fun. Unfortunately there's no two-player mode though, and lacks depth compared to *Mansell*.
ACG Rated 73% (Issue 1)

FIELDS OF GLORY • Microprose

The 'Simulation Kings' venture into war-gaming. Unfortunately, this time they've missed the mark.
ACG Rated 69% (Issue 7)

FIRE & ICE • Renegade

Although a little unfair at times, magnificent music, innovative gameplay and impressive graphics make this one of the most attractive platformers on CD32.
ACG Rated 87% (Issue 2)

FIRE FORCE • Ice

A side-scrolling *Commando*-style game ruined by poor controls and sluggish responsiveness.
ACG Rated 34% (Issue 1)

FLINK • Psygnosis

Atmospheric arcade platform adventure with a few puzzles along for the ride, but nothing in the way of originality.
ACG Rated 82% (Issue 9)

FLY HARDER • Buzz

A fiddly and overly difficult CD32 version of *Thrust*. As ever, the control system is fun to mess around with, but there's far too few levels.
ACG Rated 52% (Issue 1)

FOOTBALL GLORY • Black Legend

A football game in the *Sensi* mould, graphics-wise. More humour, but sadly lacks playability.
ACG rated 85% (Issue 13)

FRONTIER: ELITE II • Gametek

A monumental game unrivalled in its galaxy-spanning scope. Controls are fiddly, but overall, an unmissable epic.
ACG Rated 95% (Issue 2)

FURY OF THE FURRIES • Mindscape

An interesting mix of platforming and *Lemmings*-type puzzles with masses of challenge, but not much in the way of graphics or sonics.
ACG Rated 75% (Issue 2)

GLOBAL EFFECT • Millennium

A slow, uninvolved eco sim, that follows the lifespan of a planet. Challenging and seriously dull.
ACG Rated 55% (N/A)

GLOOM • Black Magic

A *Doom* clone. Need we say more? Oh, alright then. It's smooth, packed with generous mounds of violence and you get an effing big gun. Top title.
ACG Rated 92% (Issue 15)

GUARDIAN • CDS Software

A truly innovative blaster for the CD32, with a dash of *Defender* and *StarWing* complimenting a visually stunning game. Play is unrelenting and monotonous – a perfect shoot-'em-up.
ACG Rated 92% (Issue 5)

GUNSHIP 2000 MicroProse

A huge combat simulation recreating the experience of flying helicopters. You can also lead into battle a squadron of copters. Lots of action.
ACG Rated 92% (Issue 2)

H

HEIMDALL II • Core Design

A splendid adventure with masses of puzzles, fab graphics and varied worlds to explore. Gameplay is completely absorbing, though save points are few.
ACG Rated 90% (Issue 3)

IMPOSSIBLE MISSION 2049 • MicroProse

The classic 8bit original is included free and plays rather better than the new, updated version.
ACG Rated 40% (Issue 4)

INTERNATIONAL KARATE PLUS • System 3

A less than brilliant conversion of an 8bit classic is a bit too sluggish and limited to shine on CD32.
ACG Rated 44% (Issue 1)

INTERNATIONAL SENSIBLE SOCCER

• Renegade

Besides recreating the 1994 world cup tournament, this features some minor tweaks to gameplay, graphics and sound.
ACG Rated 92% (Issue 4)

JAMES POND III: OPERATION STARFISH

• Millennium

A slick addition to the *Pond* legacy, with bigger sprites, more challenging puzzles and heaps of places to explore. Fast 'n' fun - one of the better CD32 platformers.
ACG Rated 78% (Issue 3)

JETSTRIKE • Rasputin

A game-player's delight, packed with challenge and attention to detail. A brilliant crossbreed of flight sim and shoot-'em-up action. Don't miss it!
ACG Rated 94% (Issue 4)

JOHN BARNES EUROPEAN FOOTBALL

• Buzz

A dire side-scrolling football game which promises much but fails to deliver on the pitch with jerky scrolling, lousy controls and collision detection.
ACG Rated 32% (Issue 1)

JUNGLE STRIKE • Ocean

The sequel to *Desert Strike* isn't as polished as its predecessor, but offers more of the same addictive mayhem.
ACG Rated 90% (Issue 7)

KID CHAOS • Ocean

A blatant *Sonic* clone which copies just about everything except the playability.
ACG Rated 68% (Issue 5)

KINGPIN • Team 17

Surprisingly fun and playable ten-pin bowling simulation which plays better than you'd expect, especially with a few friends.
ACG Rated 80% (Issue 10)

LABYRINTH OF TIME • Electronic Arts

A surreal adventure with stunning, hi-res still graphics to convey a brilliant sense of atmosphere. The slow pace will put off many but it's certainly different.
ACG Rated 70% (Issue 1)

LAST NINJA 3 • System 3

Unchanged from its A500 origins, this is showing its age. Varied puzzles and a budget price make it worth a look though.
ACG Rated 68% (Issue 3)

LEGACY OF SORASIL • Gremlin

A convincing, truly atmospheric conversion of the *HeroQuest* role-playing game. Graphics and brilliant sonics make this impressive, while the easy control system and fast pace will get anyone addicted. Real RPG fans will find it rather lacking in depth though.
ACG Rated 84% (Issue 3)

LEMMINGS • Psygnosis

A truly excellent game, but this CDTV conversion lacks the original's two-player mode. A shame, as is the fact that it really needs a mouse to play seriously. An updated version would be more welcome.
ACG Rated 79% (Issue 2)

LIBERATION • Mindscape

A huge sci-fi adventure which would take several lifetimes to explore fully. An intriguing story, involving gameplay and texture-mapped graphics.
ACG Rated 92% (Issue 1)

LITIL DIVIL • Gremlin

Four years in the making, this CD-only title isn't state-of-the-art, but fifty-plus puzzle rooms add up to a big challenge with plenty of Warner Bros-style humour.

ACG Rated 90% (Issue 4)

**LOTUS TRILOGY • Gremlin Graphics**

A bumper compilation of three now rather dated racing games. Rough.

ACG Rated 60% (Issue 2)

LUNAR-C • Mindscape

A side-scrolling shoot-'em-up which rips off *Gradius* power-up system, but none of its variety or playability. [Available in Doublepack with *Overkill*.]

ACG Rated 37% (Issue 1)

M

MARVINS MARVELOUS ADVENTURE

• 21st Century

Reasonable little platformer; platform fans will enjoy it, but it's not too sophisticated.

ACG Rated 72% (Issue 7)

MEAN ARENAS • Ice

Pac-Man may seem less than state-of-the-art, but this update is very playable with enough updates to provide reasonable fun.

ACG Rated 61% (Issue 1)

MICROCOSM • Psygnosis

A graphical showcase with a fantastic FMV-style intro. Unfortunately, gameplay is repetitive and frustrating.

ACG Rated 60% (Issue 1)

MITRE SOCCER SUPERSTARS • Flair

Decent footy sim with plenty of options. If you want a side on view of the sport go for it, but it ain't no *Sensi*!

ACG Rated 82% (Issue 10)

MORPH • Millennium

An intriguing arcade puzzler where you morph between four different types of blob.

ACG Rated 84% (Issue 1)

MYTH • System 3

A System 3 classic, this still impresses with the imagination behind graphics and gameplay. Control system is awkward, but budget price compensates for age.

ACG Rated 71% (Issue 3)

NAUGHTY ONES • Interactivision

A truly annoying platformer, with a lame two-player option thrown in. Bland graphics and banal puzzles. Awkward control and progress across the levels is slow.

ACG Rated 65% (Issue 3)

NICK FALDO'S CHAMPIONSHIP GOLF • Grandslam

Best golf available on CD32. Bar none. Good graphics, masses of playability and although a touch slow, still huge fun.

ACG Rated 90% (Issue 1)

**NIGEL MANSELL'S WORLD CHAMPIONSHIP • Gremlin**

A very playable racer with plenty of depth. No two-player mode though.

ACG Rated 74% (Issue 1)

O

OSCAR • Flair Software

Spectacularly colourful and detailed graphics. Lots of neat touches, but the overall effect is confusing.

ACG Rated 59% (Issue 1)

OUT TO LUNCH • Mindscape

Inspired by arcade classic *Burgertime*, this fun platformer has lots of fast action old-style gameplay with plenty of power-ups and levels. Slick and entertaining.

ACG Rated 78% (Issue 4)

OVERKILL • Mindscape

A competent update of the classic *Defender* coin-op: fast, slick and playable. (In Doublepack with *Lunar-C*)

ACG Rated 67% (Issue 1)

PGA EURO TOUR • Ocean

A golf sim par excellence. This faithful recreation of the Mega Drive classic improves on the original. Not to be missed.

ACG Rated 93% (Issue 8)

**PINBALL FANTASIES**

• 21st Century Entertainment

Four playable and colourful tables provide masses of fun with great soundtracks. 1-8 player option is fun.

ACG Rated 87% (Issue 1)

PINBALL ILLUSIONS • 21st Century

The only pinball game on any system, it's as simple as that - this is among the cream of CD32 releases. If you've ever wanted to play pinball, buy this now.

ACG Rated 96% (Issue 8)

**PINBALL PRELUDE • Effigy**

A challenging pinball game which, whilst failing to match the classiness of Pinball fantasy's, offers some alternative and intriguing themed tables.

ACG Rated 89%

PINKY • Millennium

Cute platform antics as you try to save the dinosaurs from extinction. Disappointingly, it makes no real use of the CD32's hardware.

ACG Rated 84% (Issue 6)

PIRATES • MicroProse

Despite a slick intro and excellent presentation screens, this looks distinctly 8bit. Underlying gameplay is sophisticated though. Worth investigation.

ACG Rated 79% (Issue 1)

POWER DRIVE • US Gold

Isometric racer made frustrating and irritating by the dodgy control. A non-starter alongside *Super Skidmarks*, *ATR* and *Roadkill*.

ACG Rated 68% (Issue 14)

PREMIERE • Core Design

A varied and imaginative platformer flawed by awkward controls. Some of the puzzles are imaginative and it's worth a look if you can't get enough of them.

ACG Rated 65% (Issue 2)

PROJECT X • Team 17

A classic side-scrolling shoot-'em-up with masses of power-ups, fast-moving enemies and slick backdrops. Unoriginal, but as playable as it gets.

ACG Rated 89% (Issue 1)

Q

QWAK • Team 17

A hugely playable game inspired by Taito's classic *Bubble Bobble* coin-op. Action is simplistic, each level is just a single screen, but it's so much fun! Great two-player mode. (Doublepack with *Alien Breed*.)

ACG Rated 84% (Issue 1)

RALLY CHAMPIONSHIPS • Flair

Excellent arcade racer which utilises an unusual viewpoint not seen before in this type of game.

ACG Rated 89% (Issue 10)

RISE OF THE ROBOTS • Mirage

Graphically incredible mechanized beat-'em-up with playability to match. This is the game to show off your CD32. A milestone of technical excellence.

ACG Rated 90% (Issue 6)

**ROADKILL • Grandslam**

Crazy, vicious and futuristic road-racing, this is the *LED-Storm* for the 90's. If you like the genre you can't go wrong.

ACG Rated 91% (Issue 7)

**ROBOCOD • Millennium**

A colourful and playable platformer, albeit perhaps a bit easy. Much like the *Zool* games, this isn't as brilliant as the hype would lead you to believe.

ACG Rated 80% (Issue 1)

RYDER CUP GOLF • Ocean

Brilliant presentation, but in-game graphics move at a snail's pace and ball movement is entirely unconvincing. If golf is your thing though, it's definitely worth checking out.

ACG Rated 68% (Issue 2)

S

SABRE TEAM • Krisalis

The isometric graphics are realistically detailed, creating a great sense of atmosphere. Fans of the SAS will love the game's depth, but others will despair at the slow pace.

ACG Rated 78% (Issue 3)

SECOND SAMURAI • Psygnosis

No different to its A1200 predecessor, this boasts good graphics, some imaginatively varied puzzles and a neat two-player mode that extends its playability extensively.

ACG Rated 85% (Issue 3)

SEEK AND DESTROY • Mindscape

A simplistic and somewhat less than spectacular overhead shoot-'em-up game. Quite playable, though.

ACG Rated 62% (Issue 1)

SENSIBLE SOCCER • Renegade

Tiny sprites and a control system which is more suited for joystick than joypad are somewhat off-putting, but overall this is a sophisticated and very playable and enjoyable soccer simulation.

ACG Rated 91% (Issue 1)

**SHADOWFIGHTERS**

• Gremlin Interactive

The best beat-'em-up on the CD32, with loads of special moves and characters. It'll give you a good punch on the bottom!

ACG Rated 91% (Issue 12)

**SIMON THE SORCEROR**

• Adventure Soft

With a fantastic soundtrack and voice-over, this great adventure has enough puzzles to make this a treasured buy.

ACG Rated 90% (Issue 4)

**SKELETON KREW • Core**

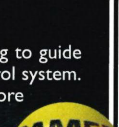
Good looking, console-style isometric shoot-'em-up. Tough gameplay makes it one for hard-nuts only.

ACG Rated 87% (Issue 9)

SLEEPWALKER • Ocean

A novel arcade puzzler where you use a dog to guide the hero. Fun, but tough and awkward control system. Strictly love it or hate it software - try before you buy.

ACG Rated 80% (Issue 1)

**SOCCER KID • Krisalis**

An average looking platformer is made exceptional by an imaginative control system - the eponymous kid is capable of some great stunts with his football.

ACG Rated 88% (Issue 5)



SPEEDBALL 2 • Renegade

Despite audio enhancement and graphics using the CD32's vast palette, this plays identically to the 16-bit version.

ACG Rated 90% (Issue 12)

**STRIKER • Elite**

A dated A500 footie sim. Terrible graphics, poor ball control and the game plays too quickly.

ACG Rated 43% (Issue 2)

SUB WAR 2050 • Microprose

Atypical Microprose fare. You'll need bags of patience to sit down and work it out, but doing so is rewarding. Sim nuts will go bananas, others should suck it and see.

ACG Rated 82% (Issue 8)

SUMMER OLYMPIX • Flair

Games such as kayaking, boxing and archery ruined by lacklustre programming. Too bad to think about.

ACG Rated 37% (Issue 2)

STAR CRUSADER

Gametek

Excellent PC-style space shoot-'em-up. A cross between Wing Commander and PC Tie-Fighter. Issue 19

ACG Rated 95%

SUPERFROG • Team 17

While hardly pushing the CD32, this budget priced platformer plays well with lots of variety and challenge and a lot of platforms to leap. Cute hero.

ACG Rated 85% (Issue 2)

SUPER LEAGUE MANAGER

• Audiogenic

The best, and the only, footy management game on CD32. Simple and attractive interface promotes ease of use, plus neat match sequence to boot.

ACG Rated 90% (Issue 11)

**SUPERLOOPZ • Audiogenic**

Remember *Pipemania*? An addictive puzzler - easy to get into, and an excellent two-player mode.

ACG Rated 82% (Issue 11)

SUPER METHANE BROTHERS

• Apache Software

Great two-player action in this slick, noisy *Bubble Bobble* variant, but lack of variety and passwords means this can pall in one-player mode.

ACG Rated 83% (Issue 3)

SUPER PUTTY • System 3

An entertaining and original platformer, and one of the better early CD32 releases.

ACG Rated 70% (N/A)

SUPER SKIDMARKS 2 • Acid

Rip-roaring racerama with splendid 3D sprites and tough as a rugby team. Girly wuss-bags need not apply!

ACG Rated 92% (Issue 11)

**SUPER STARDUST • Team 17**

Okay, it's basically *Asteroids*, but the gameplay is tight, powered-up and highly addictive with superlative graphics, especially in the amazing tunnel sections.

ACG Rated 90% (Issue 5)

**SUPER STREET FIGHTER 2 TURBO**

Gametek

The 'turbo' version features bigger sprites, more detailed backdrops and some dramatic super finishing moves but doesn't play as fluidly as US Gold's SSF2. Issue 19

ACG Rated 94%

SYNDICATE • Mindscape

Top quality marriage of the strategy of *Populous*, the action of *Cannon Fodder* and a whole lot of blood and gore of its own.

ACG Rated 93% (Issue 13)

**THE CLUE • Neo**

A fun graphic adventure with a nice original theme. Worth a look for those of a criminal persuasion.

ACG Rated 80% (Issue 10)

THE LOST VIKINGS • Interplay

One of the best games around, and a great mix of arcade action and tantalising puzzles. Great fun, even though unenhanced for CD32, and bound to keep you entertained for ages.

ACG Rated 90% (Issue 1)

**THEME PARK • Mindscape**

The one and only amusement park simulator. Take *Sim City*, add a few sprites, a dose of fun and you're halfway there.

ACG Rated 94% (Issue 8)

**THE SEVEN GATES OF JAMBALA**

A dreadful platformer which looks like an 8bit game and plays even worse. Worth buying our back Issue 1 just to laugh.

ACG Rated 8% (Issue 1)

THOMAS PINBALL

Alternative Software

A cutesy pinball game that has buckets of appeal for kids, but adults will find the gameplay too simplistic for lasting enjoyment.

ACG Rated 78%

TOP GEAR 2 • Gremlin

The *Lotus* game engine is reused one more time. Faster & slicker than before, but the tracks are monotonous, car handling uninvolved and the music awful.

ACG Rated 75% (Issue 4)

TOTAL CARNAGE • Ice

A classic coin-op almost totally ruined by sluggish movement, poor collision detection and a lousy control system. Truly awful.

ACG Rated 45% (Issue 2)

TOWER ASSAULT • Team 17

The follow-up to *Alien Breed 2* is everything that game should have been - and more! The best example of its type to appear in a long time.

ACG Rated 91% (Issue 7)

**TOWER OF SOULS • Black Legend**

The compelling fusion of fantasy role-playing and action packed arcade combat makes *Tower of Souls* one of the most exciting releases to come out on the CD32 this year. Having already won over the Amiga press, it arrives amid high expectations on the CD32.

ACG Rated 84% (Issue 16)

TROLLS • Flair Software

A cutesy platformer with 14 different levels. Reasonable fun, but not up there with the best CD32 platformers, and strictly for young 'uns only.

ACG Rated 67% (Issue 1)

TURBO TRAX

Kompart

Sssmokin top down race-'em-up taking loads of landscapes from arctic to desert. The super smooth scrolling is a delight to behold, but it's tough!

ACG Rated 90% (Issue 15)



UWZ

UFO — ENEMY UNKNOWN • Microprose

A good conversion let down by irksome controls. If you can ignore these, then it's a challenging treat.

ACG Rated 80% (Issue 6)

ULTIMATE BODY BLOWS • Team 17

A humongous beat-'em-up with 23 characters, numerous combat moves and incredible addictiveness, plus a great knockout bout.

ACG Rated 93% (Issue 2)

**UNIVERSE • Core Design**

A prosaic adventure lifted by an epic storyline, stylish graphics and classy music.

ACG Rated 88% (Issue 5)

VITAL LIGHT • Millenium

Odd hybrid of *Space Invaders* and *Tetris*, this is a high-level reaction test, but gameplay is repetitive.

ACG Rated 81% (Issue 6)

WEMBLEY INTERNATIONAL SOCCER

• Audiogenic

Despite a wealth of play options and a choice of view options, this falls down on poor joypad responses.

ACG Rated 76% (Issue 3)

WHALE'S VOYAGE • Flair Software

A great intro track and lots of depth make this an intriguing RPG, but weak graphics diminish the game.

ACG Rated 80% (Issue 1)

WHIZZ • Flair

Surreal isometric platform adventure with some slick visuals. Anyone remember *Head over Heels*?

ACG Rated 92% (Issue 10)

WILD CUP SOCCER • Millennium

Sure, it looks gorgeous, but this ultraviolent sports sim has minimal gameplay.

ACG Rated 65% (Issue 5)

WING COMMANDER • Electronic Arts

The classic space opera is slickly presented with an involving storyline, even if gameplay isn't as sophisticated as you first think. Getting on a bit though.

ACG Rated 86% (Issue 1)

XENON 2 • Bitmap

The Bitmap Brothers at their best. Classic blasting action that will have you reaching for the Deep Heat rub to calm your sore joypad hand. Superb graphics, stunning playability and a good music score to boot.

ACG Rated 88% (Issue 16)

ZOOL • Gremlin

Masses of onscreen colour, a great intro and impressive soundtracks. Shame the gameplay's so limited.

ACG Rated 60% (Issue 1)

ZOOL 2 • Gremlin Graphics

Slick presentation, good CD tracks and impressive graphics, but gameplay lacks zest.

ACG Rated 70% (Issue 2)



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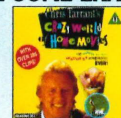
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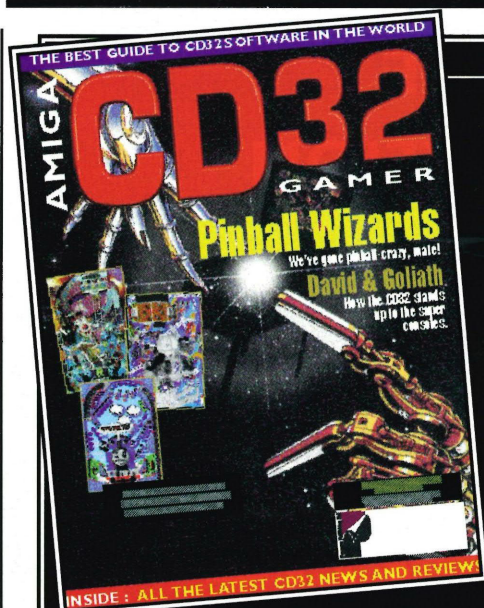
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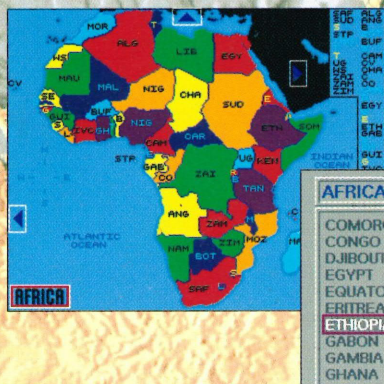


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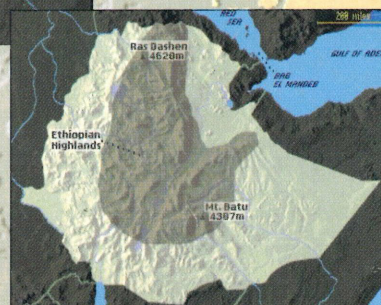
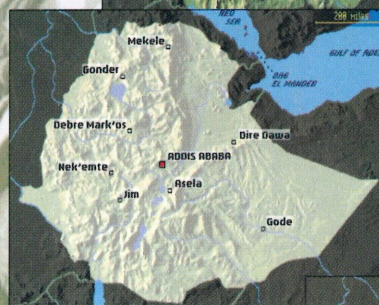
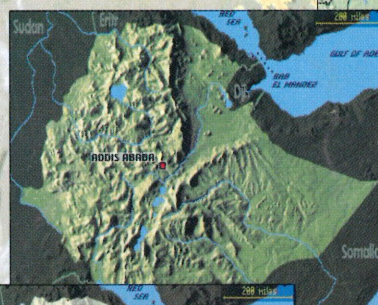
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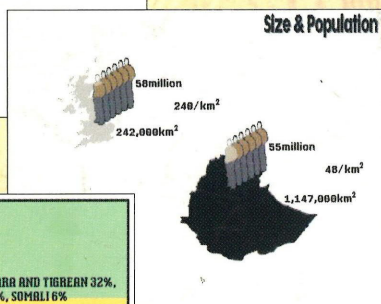
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